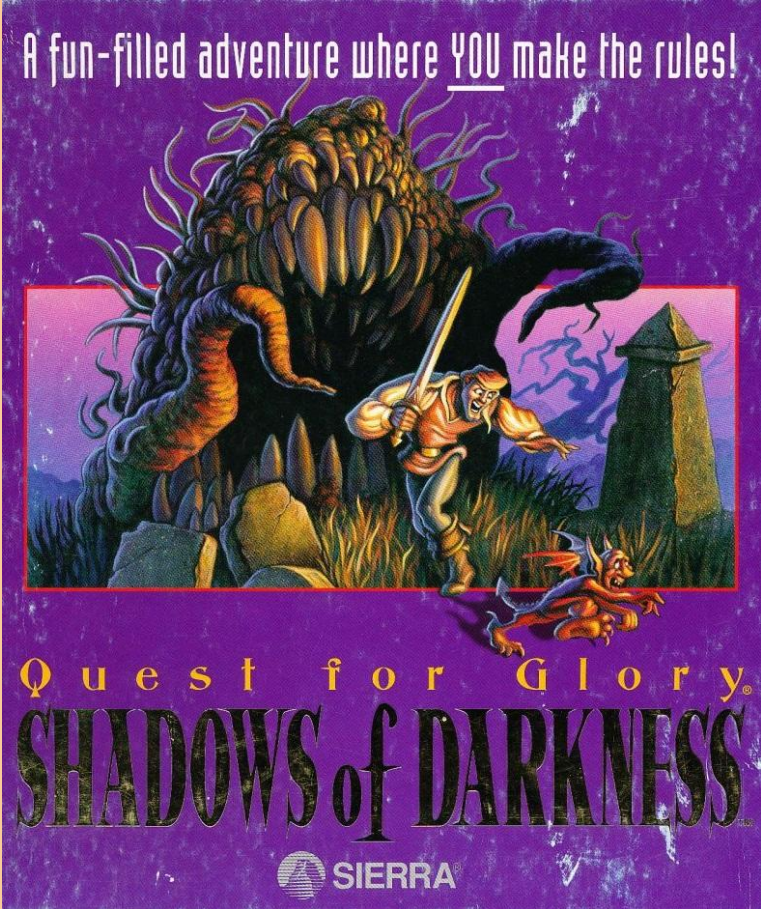


Quest for Glory 4: Shadows of Darkness & Quest for Glory 5: Dragon Fire

a jumpchain by acheld, v1.2 2022-06-14



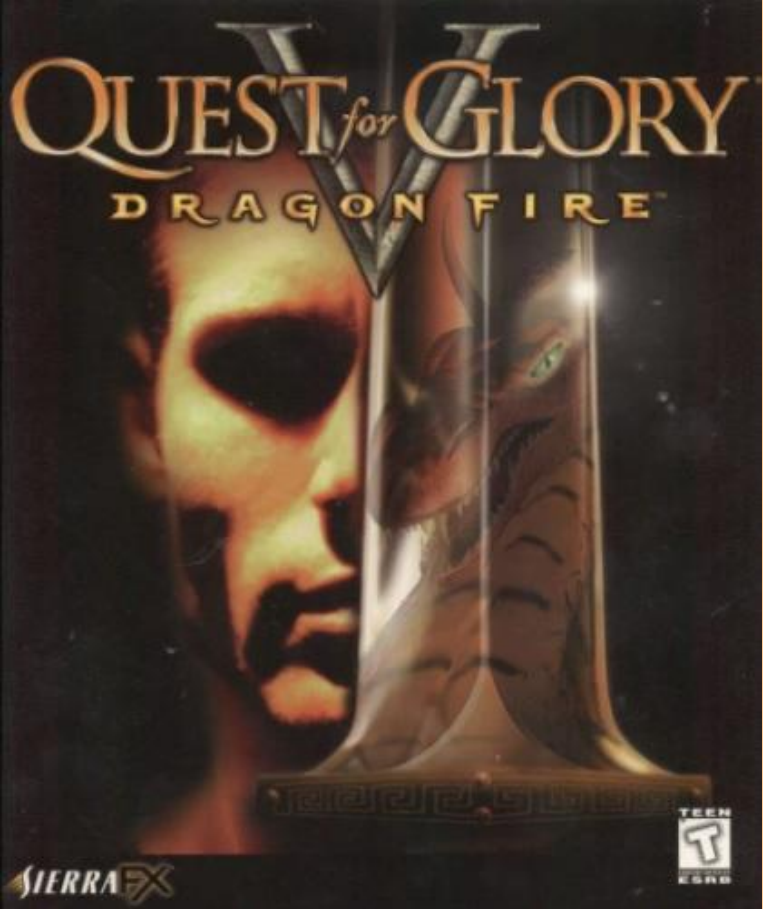
Welcome to the world of Gloriana! Or, perhaps, is it welcome back? No matter, no matter.

Gloriana is a place of great ventures, variety, villains and valor! Mystery, magic, majesty and monsters await! Not to mention the puns.

Your journey here begins in the cursed land of Mordavia. Reminiscent of Eastern European folklore that you may be familiar with, Mordavia is filled with fears of vampires, cursed spirits, and werewolves. A single town, protected by ancient magics, eeks out an existence in the presence of the seeping evil of Avoozl.

The land is heavily forested, and filled with monsters of all stripes. Friends are few and far between. The oppressive darkness is palpable.

Here is the final resting place of the great Paladin Piotyr. Here Castle Borgov looms over the land. Here the gypsies travel in close-knit groups. Here wraiths and revenants roam.



After you are done with your time there, you may find yourself in the island nation of Silmaria. The king has recently been assassinated, and under the laws of the land, the Rites of Rulership must be held to determine the new king. Elsa is there to compete, as well as some new faces. Perhaps you will be a participant? In any case, be on the lookout for prophesied doom and dragons, traitors and thieves.

The culture here is superficially similar to that of classical Greece, and you may deal with oracles and hydras, not to mention the gates of the underworld. Discover the sunken city of Atlantis, dance with dryads, match wits with mad scientists, and finally meet the Famous Adventurer himself!

Sound fun, friend? Well, to help you on your way, take these **1000 CP** to use on choices below...

Continuity

If you have not visited the Quest for Glory 1 jump, or you have not visited the Quest for Glory 2-3 jump, then as a special provision of *this* jump you can choose to be shunted to either of *those* jumps immediately instead of continuing.

If you have not visited either jump, and choose to continue here, you must choose **Fresh Start** below. Due to the carry over and expansion of perk trees it is suboptimal to do these jumps in “reverse” order.

If you are currently in the Quest for Glory 2-3 jump, and the narrative conflicts of that jump has been resolved, you may choose to come immediately to this jump at any time. If you do, you must choose **Import Character** below. You may either have a new ten years, or ten years plus whatever time was left over from that jump.

If neither of these apply, then you may choose either option below.

Fresh Start: Treat this as a new continuity. Freely select a new background, and begin in a world where Devon Aidendale (the canon protagonist) completed the events of Quest for Glory 1-3. You begin in the land of Moravia, with a reason that varies based on your background. In this case, you have the normal ten year timer.

Import Character: Treat this as a continuation of your story from the previous Quest for Glory jump(s). You can freely select a different background (which represents a change in focus, and is true to the setting). If you stick with the same background you had in the previous jump, you receive +200 bonus CP (1200 to start.) Your race remains the same as in the previous jump at no cost (you do not receive bonus perks or CP from your race choice a second time). You *may* choose to purchase a different race as an alt-form, in which case you do receive any bonuses the race purchase provides.

Background

Fighter 	The most popular of the adventurer vocations. Simple and straightforward, the fighter views the world as an opportunity to test his strength and courage against the universe. A fighter is one who, when faced with a foe, takes arms against a sea of troubles, and by opposing, ends them. He is the artist whose body is his palette. Exercise is his daily bread. The fighter relishes every battle with any foe, for though he is beaten and blackened and bruised and blemished beyond all recognition, he knows that he is the better for it all. If this is a Fresh Start, then after graduating from the Famous Adventurer’s Correspondence Course, you have spent a few years proving your worth against bandits, and then greater foes, engaging in adventures here and there. Then, one day, you awaken from nightmares of flying and falling. You find yourself in a strange place, the only illumination an eerie green glow lighting a cavern filled with bones... AGE: Pick 21-29 (Fresh Start Only)
Magic User 	Master of mystery, propounder of power, intimate of intuition, the magic user is the intellectual among adventurers. He must master his mind to mold the mysteries of the ages. Through the use and control of the magical spell, he can selectively alter the fabric of the universe and create things out of whole cloth. Spells are usually learned by reading specially created scrolls that brand the spells upon the brain. If this is a Fresh Start, then having completed your apprenticeship some years ago, you have been a traveling wizard since. You spent some time in the valley of Spielburg, where you made the (odd) acquaintance of the wizard Erasmus. After picking up a few tricks from him, you made your way across Gloriana, honing your magic through adventure, studying with wizards along the way. Then, one day, you awaken from nightmares of flying and falling. You find yourself in a strange place, the only illumination an eerie green glow lighting a cavern filled with bones... AGE: Pick 23-39 (Fresh Start Only)
Thief 	Sultan of Stealth, Chief of Chicanery, Potentate of Plunder, the Thief is the master of many skills. From subterfuge to housebreaking, Thieves live by their wits. Since the Thief cannot fight as effectively as the Fighter, or cast spells as the Magic User, he seems to be the weakest of adventurers. However, he is also the most powerful of adventurers, for he can get away with murder. If this is a Fresh Start, then you spent some time in Speilburg, freeing the locals of some of the burden of wealth that followed the actions of Devon Aidendale. Still, things had been getting a bit hot, so you decided it was time to head to greener pastures. Or, at least richer ones. You traveled from city to city, finding yourself embroiled in adventure now and again. Then, one day, you awaken from nightmares of flying and falling. You find yourself in a strange place, the only illumination an eerie green glow lighting a cavern filled with bones... AGE: Pick 21-33 (Fresh Start Only)
Drop-In	If this is a Fresh Start, then you awaken from nightmares of flying and falling. You find yourself in a strange place, the only illumination an eerie green glow lighting a cavern filled with bones... AGE: Pick 18+

Races

Gloriana has a wide variety of intelligent races throughout the world. Whatever you pick becomes an alt-form for future jumps. Alternatively, you can combine the inherent benefits of the form with another morphologically similar form that you have.

As noted above, if you choose **Import Character**, then your race remains the same as in the previous jump, with no additional cost, and no additional free perks/CP.

Human (0 CP) - Humans are the most widespread intelligent species of Gloriana, making their way across the world. The majority of kingdoms and nations are human dominant.

Centaur (0 CP) - Your classic centaur, these creatures can be found in most areas of Gloriana. Naturally stronger than a human, they also have better endurance and excellent senses. On the negative side, they are easier to hit, poor at dodging, and have a hard time fitting into human-built places.

Katta (0 CP) - A cat humanoid. Katta do well in heat, and poorly in the cold. They are somewhat smaller and have lower strength and endurance than a human. On the plus side, they are much more agile and quick than humans. Shapeir is the homeland of the Katta, though they can be found in small numbers throughout Gloriana.

Liontaur (100 CP) - Like a centaur, except the head is that of a lion and the torso is covered in fur as well. Stronger even than the centaur, the Liontaur are famed warriors. You receive Swordcraft 1 for free. If you have it already from a source other than this race, you instead gain +100 CP that must be spent in the Fighter tree. For you, Swordcraft applies equally well to spears and javelins.

Half-Faery Folk (200 CP) - Those of half-faery blood are rare, but have been some of the greatest wizards in history. Your magic is 20-25% more powerful due to the influence of your blood, and you start knowing two spells on top of what you otherwise would. Your life expectancy is three hundred years, not that that is going to matter to you. You receive +100 CP that must be spent in the Magic User tree.

Frost Giant (300 CP) - You are a powerful Frost Giant, standing ten feet tall. Your blue skin is as tough as leather, and highly resistant to magic. You have some inherent mastery of the magics of cold and ice. You gain the Mighty 1 perk for free. If you have it already from a source other than this race, you instead gain +100 CP that must be spent in the Fighter perk tree. Frost Giants are extremely reclusive and rare; you are unlikely to meet more than a bare handful of others.

Triton (100 CP) - Half-man, half-fish, the tritons were created by the ancient wizards of Atlantis in a last-ditch effort to save their people from destruction. This particular variety of merfolk cannot breathe air, so you'll probably have to use your base human form, or another, to interact with most of the game's characters and events. On the plus side, you're perfectly at home in the water in this form, graceful and swift. If you have an ability that lets you breathe water, then in your Triton form you can breathe air using that same ability.

Perks

If you have previously visited other Quest for Glory jumps, then you may notice that all the perks from that jump are here as well, with some **new ones** as well. If you purchased a perk in a previous jump then you are considered to already have it here, whether you went with Continuity or not. For instance, if you have Mighty 1 & 2 from the previous jump, you can immediately purchase Mighty 3 from this jump. If you did not, then you must purchase Mighty 1 & 2 here in order to access Mighty 3.

Fighter Perks

Armored Hero - (100 CP; free for Fighter)

You have extensive training in the use of armor and a shield; the weight of armor still slows you down, but you're as agile in it as it is possible to be. Chainmail on you is as leather armor on another, and leather you barely notice at all. You bring your shield to bear with incredible reflexes.

Eternal Order of Fighters - (100 CP; free for Fighter)

You have earned a place in Gloriana's Eternal Order of Fighters. With this perk, no matter where you go, people will somehow appreciate the significance of that. If you say that you are a member, not only will they automatically believe you, they will recognize that this means you are a competent and seasoned warrior.

Swordcraft - (200 CP for each of ranks one and two; 300 CP for rank three; **400 CP for rank four**; discounted for Fighter)

You know your way around a weapon. Thrust, slash, parry, ***kill***. This aids with any melee weapon, but is most effective for a sword (a hero's weapon!).

- With one rank you are adept with any well made melee weapon, as much so as a skilled medieval mercenary, soldier or knight. You will not find difficulty fighting most monsters around Spielberg, though some of the more fearsome ones can still give you trouble.
- With two ranks you are good enough to win tourneys; this skill is not supernatural, but it is the equivalent of one who has spent a lifetime practicing combined with natural skill. Those you'll encounter here in the same league as you can be counted on one hand, and there is no wandering monster here you could not dispatch one-on-one.
- With three ranks, your skill is at the limit of what a human can achieve. There is no fully mortal warrior who can match you in swordsmanship. All but the greatest monsters in Gloriana will be laughably easy to dispatch.
- With four ranks**, you are the most skilled melee fighter in all of Gloriana, mortal, living, or not. Your blades strike deep and true, penetrating even the staunchest defenses.

Mighty - (200 CP for each of ranks one and two; 300 CP for rank three; **400 CP for rank four**; discounted for Fighter)

You are hale, hearty and strong. Each rank increases the amount of physical damage you are able to take and improves your general health.

- With one rank you are in very good physical condition, able to lift your own body weight off the ground without trouble. You can give great force to your blows, and can perhaps sever limbs with a sharp blade. Wounds heal, and your breath recovers at twice the normal rate. You are rarely ill.
- With two ranks you are *remarkably* strong, able to lift three times your body weight with ease, and give your blows a force to them far beyond your well-built appearance. With a strong sword, slicing through torsos is not beyond you. You can replace a week of bedrest for a wound with a single, good night's sleep, and you will never suffer from everyday disease or infection (you are still vulnerable to magical, or exotic diseases).
- With three ranks your strength is the stuff of terror. You can lift five times your body weight, and with a sharp greatblade may cut a horse in twain. A night's sleep is as good as a month recovering, and your cuts can be seen closing, if you watch closely enough.
- With four ranks**, you have the physical strength of a dragon, able to lift several tons, and slicing through armored men with ease. You have a noticeable regeneration factor, and will be fully recovered with an hour of rest, if you survive the initial wounds. This does not guarantee regeneration of missing body parts, though that too can happen over a longer period of time.

Masterful Maintenance - (400 CP each for ranks one **and two**; discounted for Fighter)

For whatever reason, your sword, your armor, your shield? They seem to take care of themselves. Dents repair themselves overnight, and your weapons do not dull with use. No need to ever clean your gun again. This will not allow your gear to recover from dramatic breaks or damage (such as if your sword is split in two, or your armor rendered asunder), nor does it recover spent ammo or energy for weapons. The perk works on non-medieval gear as well, but not on large machinery that cannot be easily carried on one's person. Power armor, yes, provided you are wearing it. Spaceship, no.

With a second rank, you find that your personal gear seems to recover from damage instantly. This does not make you impervious to harm if wearing armor, necessarily. A blow can still harm you if it would normally penetrate or crush your armor, but the next moment the armor is back to pristine condition, ready to protect you at 100%. This functions for anything less than full disintegration of the item, and such an effect would have to occur instantly to take hold.

Fancy Footwork - (500 CP; discounted for Fighter)

You are an unparalleled master of fighting on the move. Keeping your feet in motion, rather than making it harder to focus on your blade or bow, actually makes it *easier*. In fact, the more you move, the better your aim and the truer your strikes. You are perfectly aware of the placement of your feet and everything around them without even looking, and it is impossible for you to lose your footing in any circumstance. Movement, too, improves your defense more than it otherwise would; you can literally *dance* in between the blades and arrows of your enemies in a way that cannot be anything but supernatural. This extends to activities such as climbing and swimming as well.

Path of the Paladin: To Seek, To Learn, To Do - (600 CP each for ranks one **and two**; discounted for Fighter)

The way of the Paladin is to seek to know that which truly is. The Paladin strives to learn his own inner nature and that of others. The Paladin does whatever needs to be done to bring light to the world. Not for glory, not for gain, the Paladin becomes a Paladin because it is his will. - Rasha Rakeesh SahTarna

The path of the Paladin is not an easy one to walk. If you have trained under the legendary liontaur Paladin Rakeesh, then you already know this. The paladin seeks peace and healing first, but is ever ready to defend that peace with a flaming blade and iron will. They must be honorable, forthright and self-sacrificial when necessary.

In exchange for these chains of duty, the Paladin is blessed with many gifts. As his courage and honor soar, so does his power, gaining more powers and abilities as he grows in heart. The two simplest are *danger sense* and *flaming sword*. As long as the Paladin remains honorable, these will always be activated unless he wishes them not to be.

Other magics are activated through his stamina and will, and from easiest to access to hardest, are: *heal*, which uses your stamina to heal wounds of yourself or others; *magic ward*, which provides some protection against spells; *honor shield*, which provides protection against physical attacks; *destroy undead*, which shatters the bonds that allow such

abominations to exist, damaging an undead creature greatly; *peace*, which drains hostile intent away from all present; *sense aura*, which gives a sense of the emotions, nature and trustworthiness of the target; *holy strength*, which amplifies the might of the Paladin greatly; and *awe*, which sends most foes fleeing in terror.

Even without this perk, you may train to be a Paladin, but it is a long, difficult and arduous journey. The benefits provided by the perk are twofold: first, it provides an immediate mastery of the abilities of the Paladin, provided you have the strength of character. Second, you find that it is easier to avoid actions which may compromise your honor or bring darkness into the world. You have an intuitive awareness of straying close to any such action; a jolt which you may choose to ignore, but cannot possibly miss.

With a second rank in this perk, first, the strength of your Paladin abilities will be amplified, roughly doubling. This will immediately put you on par with the famed Rasha Rakeesh Sah Tarna, the world’s greatest living Paladin. Second, if you allow it, you will have a gentle guidance toward honorable and just actions; a sort of angel on your shoulder. Third, you have an intuitive ability to free trapped or damned souls and creatures from their imprisonment. You tend to know what needs to be done in such situations, and how to acquire what is needed. Through your pure spirit alone, you are able to ignore many things that might otherwise be required, or pierce the bonds that bind them. This is especially effective for undead creatures. In most cases this will grant them the release of a peaceful death.

Slay Sense - (600 CP; discounted for Fighter)

Others may seek diplomacy, or a route of subtlety, or a more arcane solution. You? You know that almost any problem can be solved with the proper application of violence. Upon meditating on a problem that vexes you, you get an intuitive sense of who or what most needs killing to solve the problem, and a rough idea of their location. This does not tell you *how* to kill them. If a problem cannot be solved through violence, which is sadly sometimes the case, you will get a sense of that instead.

It’s Also Good For Whacking - (800 CP; discounted for Fighter or with Staff of Many Magics; double discount with both)

You have mastered the art of combining melee fighting with your spellcraft, able to concentrate on both equally. First, this means that if you are casting while fighting in melee, you can fight and cast at the same time as effectively as if you were doing only one of the two. Second, if a spell would require a hand gesture or something similar, you can substitute the swinging of your blade for the gesture. Finally, if using the Summon Staff effect (whether learned in-setting or via the superior version granted by Staff of Many Magics), you can cast any spell through the staff (or melee weapon with the staff’s effects - perk only) imparting the effects of the spell as part of a melee blow. Spells cast on a creature in this way are a bit better at penetrating any magical defenses.

EOF Gold Pass - (800 CP; discounted for Fighter or with Outsider Obfuscation; double discount with both)

Certificates? Club Membership? Residency? You don’t need any of that. You are an elite member of the Eternal Order of Fighters, and strength at arms will carry you anywhere! In any case where you would need an in-setting qualification for something, you can substitute a display of strength of arms. Someone wants you to take a driving test? Show them how good you are with a sword, and they’ll be so impressed they pass you on the spot. You need to be a resident to run for office? Now with those guns, and also those guns, you don’t. People in general will tend to be impressed by your displays, as opposed to intimidated, even if they would normally be disdainful of martial skill. That is, unless you *want* them to be intimidated.

Further, you are guaranteed not to face negative repercussions, social or legal, from merely showing off your ability, or openly carrying personal weapons (a nuclear warhead, e.g., does not qualify as a personal weapon), even if such things would normally be illegal. This does not protect you if you hurt other individuals, but it will get you a pass for small-scale incidental property damage occurring as a result of showing off.

Waiving qualifications does not guarantee success in things such as, for example, an election. It merely will allow you to run for any position that has candidates.

Less-Than-Clean Fighting - (800 CP; discounted for Fighter or with Malleable Morality; double discount with both)

You prefer the term, “Fighting Smart”. In personal combat, opportunities to take advantage of the terrain, nearby objects, and weaknesses in your opponent’s defenses, regularly make themselves known to you, and you are able to react to and incorporate this information instantly. Such tactics are also much more effective than they otherwise would be, and in situations where you would otherwise not be able to “intelligently incorporate all available advantages”, so to speak, you’re guaranteed to find at least one such opportunity.

Perhaps more crucially, though, you will find that individuals do not judge you negatively for using such tactics. Those who would be impressed by your engenuity still are, but those who would judge you as dishonorable instead have an entirely neutral reaction to your tactics.

Magic User Perks

Magic Spark - (100 CP; free for Magic User)

You have the innate capacity to wield the magics of Gloriana. This does not imply any training or ability, just that you *can* learn. In theory, this is all that is needed to eventually master all the magic spells of Gloriana, but with **only** this perk you are decades away from doing so, at minimum.

Wizarding Institute of Technocracy (WIT) - (100 CP; free for Magic User)

You have passed the test for membership in WIT. With this perk, no matter where you go, people will somehow appreciate the significance of that. If you say that you are a member, not only will they automatically believe you, they will recognize that this means you are a competent and skilled wizard.

Magic Training - (200 CP for each of ranks one and two; 300 CP for rank three; **400 CP for rank four**; discounted for Magic User; requires Magic Spark)

Magic Spark may give you the inherent ability for magic, but this helps you learn and apply it. Each rank increases the rate at which you pick up new spells and expand your magical power. This may give a small boost to learning other forms of magic from other jumps as well. See **Info: Magic Spells** below for information on the spells.

- With one rank you start with one spell from the list of twenty nine below, already known at moderate skill. In the course of this jump, you can learn a number of spells, and apply them to solve particular problems, but will not be throwing around fire bolts in combat for a bit. At the end of ten years, you can easily expect to have mastered eight of the spells, and be on track to learning many more.
- With two ranks you start out much more studied. You start with three spells, and are skilled in all three from the start. Within a year, perhaps far less, you will have mastered eight or more spells. At the end of ten years you could be peers with some of the greater wizards of Gloriana and will have crafted your Magic Staff.
- With a third rank you start with an additional five spells of choice (eight total) and are well skilled in all eight. At the end of a couple years you will have mastered the full list, and will have reached the ability to craft your Magic Staff. At the end of ten years you’ll be talked about alongside Erasmus, the greatest living wizard.
- With four ranks**, you are immediately within reach of Erasmus’ ability and knowledge. You know all the spells provided below, can master them relatively quickly, and have a notable boost to learning other forms of magic as well, decreasing the time required by as much as half.

Clever - (200 CP for each of ranks one and two; 300 CP for rank three; **400 CP for rank four**; discounted for Magic User)

You are clever, quick and witty. Each rank increases your ability to solve puzzles, to see the truth behind illusions, to outwit foes, and to engage in witty repartee.

- With one rank you are very clever, able to solve most puzzles given a few minutes to focus on the issue. Riddles likewise pose little challenge, and it is a small fraction of the populace that has a chance to outsmart you.
- With two ranks, you’re usually the smartest person in the room. Match wits with any of the archmagi around! Erasmus’ little games and riddles will rarely pose a challenge.
- With three ranks there are but a handful alive in Gloriana that are on the same level as you are. You’ll never be on the back-foot when it comes to cutting conversation, and now *you’re* the one coming up with fiendishly clever riddles on the fly.
- With four ranks**, you flatly are the cleverest person in all of Gloriana. No one can match wits with you, and riddles are laughably dull. Twist others into knots with the most subtle of rhetorical tricks, or berate them into silence with a perfectly chosen diatribe.

Potent Potioneering - (400 CP each for ranks one **and two**; discounted for Magic User; requires Magic Spark)

You’ve learned the art of channeling your magical spark into the creation of potions of Health, Stamina and Mana, and can learn other recipes. You have an intuitive and immediate sense of the magical properties of any components and materials that you find that might be used in some sort of alchemical recipe. This perk boosts alchemical abilities from other settings, and allows your spark to be channeled into those as well.

With a second rank in this perk, you are on par with the greatest Alchemists of Gloriana. In particular, you are able to craft Dispel Potions (the most notoriously difficult of Gloriana’s alchemy) without too much difficulty or need for extremely exotic ingredients. Your potions in general receive a boost in potency, becoming half again as strong.

Elemental Expert - (500 CP; discounted for Magic User; requires Magic Spark)

You have a greater ability to manipulate the elemental forces of existence: fire, water, air and earth. In particular, you can easily substitute one for another in your magic, even on the fly. Your use of elemental magic in general sees a slight boost, becoming more potent, and you are better able to repel or reflect the elements when used against you.

Secondly, as you may know from your time in Gloriana, scholars here have long debated whether ‘pizza’ is the culmination of the four elements or an entirely separate fifth element. This perk gives you a better sense of the nature of ‘pizza’, able to furrow out its secrets with your arcane gifts, and mold them to your purposes. Perhaps you can put the age-old question to rest at last, or perhaps you will keep the secret knowledge for your ends alone.

Spell Sense - (600 CP each for ranks one **and two**; discounted for Magic User; requires Magic Spark)

You have an intuitive sense for seeing the underlying patterns magic leaves on the world. First, by spending a few moments to focus on something in front of you, you can always see whether or not something or someone is under an active magical effect. Second, when you meditate upon magic that you are aware of, you learn the general type of the magic, and you gain a sense of the best way to counter it. The more specific the magical problem, the more specific the sense. Meditating on “the curse on this land,” might just get you “an inverted countercurse”. On the other hand, “the magical lock on this door” might get you “a trigger spell on the hinges where the magic is weakest”.
With a second rank in this perk, your sense of magical effects is instantaneous. You see spellwork as easily as you see color, and exactly how it fits together. While this does not always make dispelling magic trivial, at the very least you always know what the weak points are and how best to begin to target them.

Staff of Many Magics - (600 CP; discounted for Magic User; requires Magic Spark)

The crafting of a magical staff is regarded as the mark of a true Wizard in Gloriana. Magic wood must be obtained and the staff ritually crafted in a difficult and skillful process. After a successful crafting, the staff is shunted into an extra-dimensional space: a realm of pure magic. Thereafter, a short spell will summon the staff to the wizard, and it will remain manifested as long as he wills it. While the staff is in his grip, the strength of his spells is amplified a bit (perhaps 10-20%), and the energy cost of all his spells is *halved*. Generally, these benefits only apply to Wizard magic, and specifically the Wizarding magic of Gloriana.
This perk comes with several benefits. First, you begin with a Magic Staff already crafted, and the ability to cast the Summon Staff spell. Second, you may specify an object other than the standard crafted staff to give you the benefits of Summon Staff, such as a weapon you favor. Third, and most saliently, the benefits of the staff extend to all magics you wield, not just Wizarding magics of Gloriana. This effectively doubles the amount of magic you can cast with the same energy, including Vancian systems.

Honorable Magics - (800 CP; discounted for Magic User or with Path of the Paladin; double discount with both)

You find that your Path of Honor and Paladin ability directly enhances and combines with any other magic you use. Your strength of heart and honor enhance the power of your magic when used against an evil creature, or when used for an honorable end. The enhancement is up to twice the strength for a caster in pursuit of a noble end.

Subtle Magics - (800 CP; discounted for Magic User or with Subtle Sense; double discount with both)

You have mastered the art of casting your spells silently and near undetectably. Magic that would require loud proclamations can now be spoken, that which could be spoken can be whispered, and that which could be whispered can be done with no sound at all. Similarly, broad gestures become hand gestures, hand gestures become the most subtle of twitches. Detect magic, and similar effects, find your spells muted and difficult (but not impossible) to discern.

Convenient Components - (800 CP; discounted for Magic User or with Narrative Necessity; double discount with both)

A ridiculously improbable amount of the time, you will happen to have, or easily acquire, odd spell components right when you need them. Tongue of frog? Turns out your companion was keeping one in their pocket. Eye of basilisk? The shopkeeper just got a shipment in.
This perk goes above and beyond the power of Narrative Necessity, but only when it relates to spell components. Components are acquired with a frequency that is truly absurd. Relatively common ingredients are pretty much always at hand, while even the rarest ingredients will be available half the time easily.
This only functions when you intend to use the ingredient in the casting of a spell or magical ability. If you have Potent Potioneering, then this also applies to potion ingredients with reduced efficacy.

Info: Magic Spells

Below are listed twenty nine spells learnable through the Quest for Glory series. In game, these were the only spells available to the hero, but there is plenty of other magic, and there is no in-setting reason why you couldn't learn other magics as well. The descriptions given are general; a clever caster can no doubt figure out other uses for some of them. Note that Summon Staff is not included in this list; see **Staff of Many Magics** above for information about that.

Each spell has tied to it a skill level, so that a caster not only gets better at magic in general, but gets better at specific spells as they practice. The power and skill with which a spell is cast depends on the combination of general magic power, and skill with the specific spell.
Note that Gloriana's magic is powered by mana; there is no preparation or selection of spells; you know the spells that you know, and can cast them if you have enough mana. Finally, note that spells require one free hand to cast successfully, and so cannot be used with a sword and shield in hand.

Augment: This spell amplifies the power of the next spell that you cast. Its cost increases with the power of the spell to be amplified.

Aura: This spell creates an aura around the caster that protects them from the life and energy draining abilities of undead creatures. Likely to be at least somewhat effective against other forms of life drain.

Boom: This spell creates a trap of a floating skull or other object that, when approached, explodes violently in a small radius.

Calm: This spell, if successful, causes nearby creatures to cease hostilities for a short period, or until they are attacked. As you improve, it lasts for a longer period.

Dazzle: This spell, if successful, blinds a single enemy (or multiple enemies close together) with a flash of light, stunning them. As you improve, it lasts for a longer period.

Detect Magic: This spell picks up any traces of magic in the immediate area. As you improve, it is better able to find concealed magic, and works on a larger range.

Dragon Fire: This spell summons an ethereal dragon head which sprays fire in a cone from its mouth. This is the most powerful of the known attack spells. An alternate version with cold breath also exists.

Fascination: This spell creates floating lights that will draw dumb monsters or creatures (anything less intelligent than a human) near and cause them to watch the lights distractedly. If they are attacked, the effect ends. If the spell expires, the lights explode for a small amount of damage to anything nearby.

Fetch: This spell grabs objects from a distance. As you improve, you are able to grab larger objects from farther, and keep a hold of them with less concentration.

First Aid: This spell heals a small wound or a similar amount of damage to a creature. It cannot restore missing body parts or cure major wounds.

Flame Dart: This spell is more powerful than the name would lead you to believe. While a magic user just starting out may only manage a “dart”, a skilled practitioner's casting is better described as a small fireball. The fire is summoned in the hand, and must then be thrown at the target.

Force Bolt: Slightly more energy intensive than the Flame Dart, Force Bolt packs pure kinetic energy. In addition to doing damage, it can push creatures and objects.

Frost Bite: This spell creates a burst of damaging cold in a small area. No effect on undead.

Glide: This spell allows the caster to glide across the surface of water (and presumably other liquids).

Hide: This spell turns the caster invisible for as long as they stand still.

Juggling Lights: A series of floating lights, reminiscent of faeries, will float about the caster and move (somewhat) at his direction. As you improve, the lights can be made more numerous, brighter, and you have greater control over them.

Levitate: Levitate drains magical energy as you maintain it, but allows you to propel yourself upward or downward, essentially altering the effect of gravity on you.

Lightning Ball: An offensive spell that blasts a sphere of electrical energy at your foes. More draining than flame dart, but more damaging as well.

Open: This spell opens locks, doors and other containers. An increase in skill and power allows more complex and magical locks to be opened.

Protection: This spell encases the caster in a field that protects against some of the damage from physical attacks.

Resistance: This spell protects the caster against some of the damage from heat, cold and electricity.

Reversal: This spell sets up a field that attempts to reflect back any magics cast into it. An increase in skill and power increases the power of magic that can be reversed.

RIP: This spell creates a small enchantment around the caster that will allow them to rest or sleep without other creatures becoming aware of their presence. If the caster uses other magic or moves from the spot they cast it at, the effect ends.

Ritual of Release: A powerful and difficult spell that can release objects or people bound in enchantment to a location.

Shrink: This spell shrinks a target's size to as little as one third. Powerful or magical targets can resist; generally fails against notable foes.

Thermonuclear Blast: This suicidal spell... well, it creates the effects of a nuclear bomb with the caster at ground zero, destroying everything in a several mile radius and leaving the area uninhabitable. The caster dies as well, of course. [In game this is mostly a bit of silliness that you never use; whether you play it straight is up to you.]

Trigger: This spell sets off any prepared magic that exists in the immediate area. It allows you to set up contingencies and traps under which other spells may activate, for example.

Whirlwind: This spell creates a small tornado that incapacitates and damages enemies.

Zap: This spell places a magical charge on a weapon you touch, which is released upon striking an enemy for extra damage. At first, the charge will last several minutes after casting, and give a nasty shock when discharging. As you improve, the charge lasts longer, and the electrical shock becomes greater.

Thief Perks

Lockpicking - (100 CP; free for Thief)

You know your way around a lock. This doesn't guarantee the ability to pick any lock you come across, but with a decent set of lock-picking tools, none of the locks in this podunk town are likely to hold you back for long, and you may be able to make a run at the castle. You'll start with a few lockpicks.

Guild Member In Good Standing! - (100 CP; free for Thief)

You have proven yourself worthy of inclusion into the Gloriana network of thieves' guilds. With this perk, no matter where you go, people will somehow appreciate the significance of that. If you say that you are a member, not only will they automatically believe you, they will recognize that this means you are a competent and skilled burglar, thief and pickpocket. If they are a thief, they will recognize you as "one of them".

Stealth - (200 CP for each of ranks one and two; 300 CP for rank three; 400 CP for rank four; discounted for Thief)

You are a master of not being seen. Too bad you'll never be famous for it, but that would rather defeat the point.

- With one rank, you are skilled at stepping softly and picking out good hiding spots; this is equivalent to the skill of a lifelong burglar. You'll often be able to avoid confrontation, or escape detection.
- With two ranks, your stealth abilities are on par with ninjas; you can flit from shadow to shadow, never making a sound unless you wish to. You needn't fight a monster face to face at all while here, and there will be few enough human foes that you will need to confront directly.
- With three ranks your stealth is edging into the supernatural. While you are sneaking, and not taking violent or overt action, you generate a kind of field of concealment that warps perception and expectation somewhat. This can fool things like infrared cameras, and all but the most sophisticated detection systems. You can often hide from sight in ways that logic would dictate to be impossible, such as throwing your bright red cape around you to 'camouflage' against a brick wall... with your legs still sticking out. The perceptive or powerful might still see through the obvious, but as long as you are trying to be stealthy no mook will ever spot you.
- With four ranks, in addition to the above, you do not make noise from walking, hitting things, rifling through bags, etc, unless you wish to. It's generally easy to silence a victim as you're killing them with a modicum of effort.

Agile - (200 CP for each of ranks one and two; 300 CP for rank three; 400 CP for rank four; discounted for Thief)

You are rapid, spry and dextrous. Each rank of this increases your dodging ability, manual dexterity, and foot speed.

- With one rank, you can clamber up trees easily, balance on ledges and dodge most blows from anyone, or anything, with less than expert skill. Your hands are deft and quick, able to conceal or produce a dagger in a moment.
- With two ranks, you are able to weave around a blade, tightrope walk, and scale standard city walls with relative ease. Further, you have the dexterity to be able to use both hands independently and well. This can serve to use a weapon in each hand, or perhaps swing a blade while casting a spell with the other. This does not provide training with weapons, just the ability to coordinate two at once.
- With three ranks, you're juggling flaming swords without difficulty. Your dodging is instinctual and smooth, adjusting to the aim of the archer, and gliding between attacks in a way that sees opponents attack each other.
- With four ranks, your agility has transcended what is possible by mortals. You twist, bend, jump in ways that can make someone's brain hurt if thought about too deeply. catch daggers thrown at you from behind by the handle, without even looking.

One of the Boys - (400 CP each for ranks one and two; discounted for Thief)

You have a knack for finding an "in" with the wrong crowd. You know how to spot a fence for stolen goods, and have a sense for what shady bar has the entrance to the local thieves' guild, and can easily find where the backroom deals are done. Local gangs, robbers, even a corrupt cartel of businessmen, will be uncharacteristically willing to let you join their band, and no one will think you are a plant by the authorities (even if you are) unless they see concrete evidence of it. That white supremacist gang? They're oddly willing to let you join in spite of you being black. In addition, in this jump you start knowing the secret thief sign which indicates that you are a member of the thieves' union. It will open doors. Figuratively. Literally is what the lockpicks are for.

With a second rank in this perk, those local gangs and cartels? Now they seem to easily and readily accept you as the new boss in town, without explanation or justification. This works for any organization up to the power of a thieves' guild in a large city. For larger organizations, you readily slip into a ranked leadership role, but not necessarily at the top.

Diabolical Digits - (500 CP; discounted for Thief)

What can I say: you have magic fingers. At the very basic level this greatly enhances your skill at things like picking locks and pockets, there's not a mundane lock in this world that could keep you out. You needn't even pay attention half the time; allow your amazing digits to do the work while you think about something else! Anything based on the skill of your fingers, from typing to tying, from knitting to kneading, is done with far more skill, nuance and ability.

Second, you are so skillful at using your fingers to bypass barriers, that you can use mundane lockpicks and the like to bypass locks, including magical ones, that would normally be literally impossible to pick in this way. It's not always easy, and it may in fact be extremely difficult for truly powerful locks, but it's always possible with sufficient training and practice.

And yes, this helps in the bedroom. Obviously.

Subtle Sense - (600 CP each for ranks one and two; discounted for Thief)

Forget the boorish blockhead and the obnoxious occultist; you do subtlety with style! When focusing on a problem, you have a preternatural knack for zeroing in on the solution least likely to be connected back to you. You know how to stay off the radar, and any plans you enact that involve not being noticed are much more likely to succeed (at least at not being noticed). This applies to everything from fishing for information without the mark noticing, to infiltrating a castle in a maid's uniform.

With a second rank in this perk, if a plan is described to you, or you think one up, that involves not being noticed, you immediately pinpoint any and all failure points (in terms of not being noticed). If these failure points can be corrected (which is not necessarily the case), you have an intuitive sense as to how to do so. This functions even if the plan is not one that you are enacting yourself, which allows you to advise others on fool-proof stealth plans which gain all the same benefits as if you were performing the plan yourself.

Malleable Morality - (600 CP; discounted for Thief)

Occasional violations of honor, morality or honesty do not tend to stick to your overall reputation. This does not absolve you of immediate consequences, but it does affect how people view you. For example, if you were to be caught out in a lie, you could be confronted with that lie and face the consequences of it, but afterward it would not cause people to trust you less. This effect can be strained or even broken if you press too hard; a pathological liar will shatter the effect.

These 'forgiven' violations also extend to powers that rely upon a certain standard of behavior, such as a Paladin's code, allowing you to violate the code's tenants while retaining the powers, as long as you do not do so too often or too egregiously.

Let's Dance - (800 CP; discounted for Thief or with Fancy Footwork; double discount with both)

You incorporate dancing and flowing movement into personal combat in a way that is unsurpassed. Your bobbing and weaving allows you to easily penetrate the defenses of your opponents. Against most targets, your attacks strike as if they were at their most helpless, unable to defend any more than a sleeping target would. Your perplexing moves will quickly see you to the backside of your opponent, should you wish. This allows you to, for one example, plant blades between their shoulders with relative ease.

The extremely agile, extremely clever or extremely perceptive may foil this in part, but even against them your attacks will find chinks in their armor.

As a side effect, your ability as a dancer outside of combat is nothing short of extraordinary.

Poison Master - (800 CP; discounted for Thief or with Potent Potioneering; double discount with both)

You are a master of the many poisons of Gloriana, able to brew and use them with consummate skill. Poisoned daggers, sleeping draughts, deadly venoms, you know it all. Your poisons are far more effective than they otherwise would be, and you have supernatural intuition and skill in applying those poisons. This is true whether it is striking true with a poisoned dart, or lacing a meal with a sleeping poison. This general boost applies to poisons from other settings as well, though it does not automatically grant you knowledge of those poisons.

Rakish Rogue - (800 CP; discounted for Thief or with Dashing Diplomacy; double discount with both)

You are the pinnacle of gentlemen adventurers, and the epitome of a charming scoundrel, all rolled into one. This comes, first, with a substantial increase to your charm, charisma and general likeability. You know just what to say to soothe an ego, or make a friend, or woo a paramour. Second, you'll find that your indiscretions, your thievery, and your violations of social convention are far more easily accepted and forgiven as long as you do so in a sufficiently rakish manner. Boorishness, on the other hand, remains unforgivable. Finally, as long as you do not set out to deliberately hurt them physically or emotionally, past lovers will almost invariably think of you fondly, cherishing the memories that you had together, and focusing on the good, rather than being resentful.

Drop-In Perks

Storybook Life - (100 CP; free for Drop-In)

You have the option of having a respectable sounding, and at times wry or sarcastic, voice narrate your actions in the active tense. You do not have direct control over what the voice says, and it cannot reveal hidden information or secrets. It may, however, reveal generally known information that you do not personally have, such as names: “You walk into the town of Spielburg on a fine, crisp spring morning. The sheriff, one Schultz Meistersson, sits on a stoop smoking a pipe like mad.”

You can toggle between second person and third person narration. The voice is at normal speaking volume emanating from a bit above your head. It can be toggled to be heard only by you, or by you and anyone around you (anyone that would normally hear the voice), or turned off completely. It can speak in any language or accent you are capable of understanding, and is always heard as soothing by you.

Professional Hero/Villain - (100 CP; free for Drop-In)

You are a Professional Hero! Or, at least you're good at looking like one. With this perk, no matter where you go, people will somehow appreciate the significance of that. If you say that you are a “Professional Hero”, people will believe you as long as they don't have reasonable evidence to the contrary (for example, it doesn't work if they've just seen you shoplift... or murder). What kind of reaction this gets from people will vary, but they will take it seriously.

Alternatively, you may choose to be a “Professional Villain”, but only one or the other. You can vary between the two at the start of each jump, but once decided it is set for the rest of the jump.

Pun Pacification - (200 CP for each of ranks one and two; 300 CP for rank three; 400 CP for rank four; discounted for Drop-In)

Gloriana is a place where puns contain power. With this perk, you gain the ability to wield some of that power to your own ends. This ability is only fully effective once per foe, with diminishing returns on repeated use against the same target(s).

- One rank gains you the ability to give pause to others with a particularly bad joke, letting you finish a quick spell or make a getaway.
- Two ranks can disable those of weak mental fortitude, leaving them unable to take proactive action other than groaning for about a minute. They can still defend themselves if attacked directly, and those made of stronger stuff may be able to throw off the effects.
- With a third rank, your terrible jokes can completely stun a foe or foes into immobility, leaving them fully vulnerable to whatever follows up the joke. The very powerful or strong willed can resist this effect to varying degrees. Even creatures without even the concept of humor are at minimum affected as via rank one.
- With four ranks, you can craft a joke that anyone can use, imbuing it with the power of this perk, with a few minutes effort. Share it among your companions or trusted allies, and they can use it as a critical moment. No one can be affected by this joke more than once, and no one that has been affected by this joke can use it against others, but it is otherwise possible for foes to steal and use this joke for their own ends. At any time, however, you can craft a new joke, at which point the previous joke loses its supernatural power.

Masterful Marksman - (200 CP for each of ranks one and two; 300 CP for rank three; 400 CP for rank four; discounted for Drop-In)

For whatever odd reason, heroes in Gloriana rarely make use of the bow and arrow. No idea why; it's a perfectly serviceable weapon choice! With this perk, you become skilled in the use and maintenance of bows: crossbows, compact shortbows, english longbows. Anything that shoots arrows. Includes fletching skill commensurate with your archery skill.

- With one rank you are adept with any well made bow, as much so as a skilled medieval mercenary, soldier or peasant archer. If you can stay at range, you will not find difficulty taking down most monsters around Spielburg, though some of the more fearsome ones can still give you trouble. Nighttime might be challenging unless you have exceptional night-vision.
- With two ranks, you're no Legolas, but you could make Robin Hood work for his victory, at least. You can *definitely* do that apple-on-the-head trick, and can shoot rapidly, as a reflex. Point blank shots, long shots, you can even pull off a double-shot every once in a while!
- With three ranks, you are exceeding human limits. Now you *are* a peer of Legolas, and might even edge him out in a competition. Arching is a reflex for you, requiring not even the thought to adjust your aim for a ballistic path. You can often shoot other arrows from the very air, if you can see the archer. This provides some benefit to the use of other ballistic weapons, but not as much as for arrows.
- With four ranks, you have a minor precognitive ability when it comes to arrow paths. You find that you can often anticipate the path of creatures, in terms of firing your arrows while they are in motion, even if that motion is erratic, and have them move directly into where your arrow then hits them.

Narrative Necessity - (400 CP each for ranks one and two; discounted for Drop-In)

The protagonist has a tough job to do, sure, but people don't give enough credit to the behind the scenes work that goes into their success. That carefully placed vine they use to swing across the river? The remarkably intact sword by the remnants of the skeleton in the catacombs? The ridiculous frequency with which they get the last copy of a book, the last room in an inn, or the last magical doodad the shopkeeper carries?

With this perk, some of that behind the scenes set-up can benefit you as well. A few times a day, you will benefit from a convenient coincidence, such as those described above. No single one of these should be particularly remarkable or unlikely, but the frequency with which they occur will be. Other examples include: finding a crucifix on a desk when being chased through a house by a vampire, meeting a produce merchant on the road just when you're getting hungry, or striking up a conversation in a bar with a stranger who just happens to know a bit about the evil you are investigating.

When trying to determine the extent of the power of ‘Narrative Necessity’, consider two things. First, it should not be twisting probability too much. It's never going to help you win the lottery, randomly pick the address of someone you are looking for in a city, or have you stumble upon the holy grail in a desert. Second, it's never going to fully resolve a narrative conflict all at once. You may meet someone in a bar who knows about the guy you are looking for, but you're not going to just randomly run into the guy himself by chance. As a rule, it will not influence the behavior of major characters in any way, but may give a nudge to minor or unnamed characters in innocuous ways that are beneficial.

With a second rank in this perk, the above benefits are cranked up to eleven. Probability twisting increases significantly. You will often get a winning lottery scratch-off ticket when in need of funds, the mysterious individual you have been tracking has just moved in as your next door neighbor (unbeknownst to them), and the guy at the bar you just befriended just *happens* to have a doctorate in the weird ancient culture of the ruins you are going to investigate.

Honor Re-Defined - (500 CP; discounted for Drop-In)

When you choose this perk, fix in your mind and soul a code of honor. This code of honor must be reasonably comprehensive and not subject to too much vaguery. It should not contain, for example, "Kill people when I feel like it", or "Take what I want" but it may contain "Kill those who try to stop me from my goals" or "Steal all the wealth that I need". It could, of course, be a perfectly ‘good’ code, reflecting your own view of what is right, noble and just.

As long as you abide by this code of honor, you will be considered honorable by those you interact with. This doesn't mean they'll *necessarily* like you, or even trust you if your code of honor does not require honesty, but they do regard you as an 'honorable' being, and accord you respect for that.

Furthermore, this allows abilities (such as the Paladin's powers) that require you to abide by a code of conduct to work according to your new standards of honor. Any ability that requires a certain code of behavior on your part will be fully operational as long as you abide by *your* chosen code.

Once at the beginning of each jump, you may choose to alter this code of honor.

Dashing Diplomacy - (600 CP each for ranks one and two; discounted for Drop-In)

Stealing? Slashing? Spell-slinging? How utterly inelegant. The greatest heroes don't need to resort to such crude methods at all... though the threat of them never hurts. This perk gives you the skill and intuition to be a peerless diplomat, able to get an opening with the most odious of ogres, sign a contract with the most cantankerous of creatures, and mediate for the most murderous monsters. When you approach an intelligent creature carefully, if there is any chance at all for a peaceful discourse or exchange you will be able to find it. The more familiar you are with the creature, the more successful the exchange.

Note that this is not a magical ability; it gives you the skill and instincts, and the knowledge of what to do, but you must follow through, and this requires that you be *diplomatic*. If you insult a creature to its face, this perk will not prevent it from putting a claw through yours. Sometimes this will require (at least shows of) humility, contrition, or sympathy. If such displays are beyond you, Jumper, then this perk may be less useful.

With a second rank in this perk, the perk goes beyond just skill and instincts, causing your diplomatic efforts to be far more likely to succeed than they would be coming from another creature, even if presented identically. You have an aura of reasonability, consideration, respect and (optionally) neutrality, that inclines creatures to listen to you when they might not listen to anyone else, and to give your diplomatic words far more weight than they otherwise would.

Outsider Obfuscation - (600 CP; discounted for Drop-In)

You are never regarded as an outsider in a social, religious, ethnic, cultural or political group. Your style of clothes, manner of speech, different customs, race, language or accent do not raise eyebrows or prejudice against you. White-bread dude dressed in clown-school reject clothing, and you want to hang out with the cool kids of the savannah, or play cards with those aliens? Not a problem at all; might as well be one of them. Need to convince a guerrilla group to stand down? They listen to your words as if you had been fighting alongside them. That doesn't guarantee success, of course, but it certainly helps.

This doesn't let you get away with murder, or being an outright asshole to people, but if it's a difference of cultural expectations, then it's cool. Note that “family group” is not included; this will not let you be treated as a member of an immediate family.

A Hero’s Welcome - (800 CP; discounted for Drop-In or with One of the Boys; double discount with both)

You’re a hero. You know it, and now everyone else knows it. This goes far beyond the **Professional Hero** perk, because everyone who you encounter will understand, intuitively, that not only are you a hero, you’re the kind of hero that they, personally, would approve of. It’s as if you are fighting for the causes that they themselves believe in, and they will treat you accordingly. For example, you would be treated by two sides of the same armed conflict as a war hero for their side. This effect persists until they encounter strong evidence that contradicts the belief.

The only individuals this will have no effect on are those who have no cause beyond themselves and their own selfish desires.

Pizza Power - (800 CP; discounted for Drop-In or with Elemental Expert; double discount with both)

Pizza... the most powerful of the elements. Or is it a combination of all the other elements? No one is certain. Regardless, the power of pizza now lay at your fingertips.

First, you can summon a pizza of your choice, design, toppings, etc, every few seconds, without limit. It's perfectly cooked in the style that you envision.

Second, eating pizza acts as a sort of power boost, at least somewhat enhancing the power of all your abilities, magic and skills for an hour or so afterward. If you need a number, say 15-30%.

Finally, the power of pizza is the one thing that both scientists and wizards can agree on in Gloriana. Through understanding its mysteries, you find that you are significantly better at melding the scientific and the magical in your own work, and at getting those on opposite ends of the spectrum to work together.

Non-Essential - (800 CP; discounted for Drop-In or with Slay Sense; double discount with both)

When playing video games, it’s always quite irritating when certain enemies cannot be killed at key moments. Or, sometimes, at all. Luckily, life doesn’t have to be that way.

First, your enemies cannot be protected by any form of plot armor that would prevent you from killing them, or delay you long enough for them to escape. They can still escape if they would logically be able to, but no narrative force compels it.

Second, any mental force or compulsion that would prevent you from attacking a target simply fails to work.

Third, any sort of limitless revival or resurrection effects that an enemy might have are negated, at least in part. You may still have to kill them a few times, but against you, no one will be able to keep popping back up indefinitely.

General Perks

Throwing - (100 CP for each of ranks one and two; **200 CP for rank three**)

The ability to throw a dagger, spell or stone true.

- At rank one, you can hit a man-sized target consistently from forty feet, a bullseye from twenty, and from ten... an actual eye.
- At rank two, triple the range of rank one.
- At rank three, you can throw with each hand simultaneously without sacrificing accuracy, and draw and throw at twice the rate you could before. This does not allow you to cast spells any faster.

Who Needs A Dentist? - (100 CP)

One of the most important qualities of a hero is their image. With this perk, that’s a whole lot easier to manage. You may or may not be the most handsome or beautiful in the room, but you’re always photogenic. Your teeth are without obvious flaws or stains, and you never need to brush or floss again. Your hair is well kept, unless you wish it otherwise, and your skin is free from smudges of dirt and obvious blemishes.

Silmarian Dance of Mystery and Meandering Intrigue - (100 CP)

Your standard soundtrack perk. At will, play any music from the Quest for Glory games, in addition to any music you have personally heard. The music can be out loud at any volume up to 100 decibels, or something that only you and selected individuals can hear.

~~**Sweltering Swagger**—(100 CP)~~ [This perk carries over from the previous jump if purchased, but is not available for purchase here]

Normally someone heading into the jungle or desert in chainmail would be called an idiot. With this perk... well, you may still be called an idiot, but in this case they’d be wrong. You are well adjusted to dealing with environmental heat, regardless of attire.

With regard to determining your endurance and comfort in a hot environment, it is as if you were wearing the ideal mundane, common outfit (e.g. white, loose cloth), AND as if it were ten degrees cooler. This will not provide the “benefits” of highly advanced equipment, such as a lava suit.

Additionally, you do not sweat from heat unless you wish to (while still receiving the cooling benefits of sweating).

~~**Twirling Tangles**—(100 CP)~~ [This perk carries over from the previous jump if purchased, but is not available for purchase here]

The Whirling Dervish of Shapeir sits in meditation by the Oasis, unmoving as his beard grows up and up around the Palm Tree he sits besides. His hair is the stuff of legend, and so could yours be. With this perk, you have control over the hair on all parts of your body, in terms of color, volume, curl and growth. You can grow hair at up to a foot per minute (one million times normal human hair growth rate). You can leave any chosen area of your body hairless if you wish. You can break off the hair with nary a thought (for example if an enemy tries to grab you with it).

This perk doesn’t style your hair for you (see **Who Needs A Dentist?**), but it does keep it clean and free of tangles, and it will hold a style much longer than is normal. You don’t exactly have *control* over it, but to the fullest extent possible it seems to never be in your way (such as blocking your sight or tripping you up). There are limits; if you decide you want hair one hundred feet long, it’s going to end up in your way sometimes.

Pontiff of Prophecy - (200 CP)

You’ve dealt with more than enough prophecies in your time, and you know the tricks of the trade. First, this perk lets you know if a ‘prophecy’ is legit. Second, you understand the correct interpretation of a prophecy (where applicable) with ease. If the prophecy has multiple correct interpretations, then you understand all of them. Finally, this makes you much better at creating fake prophecies that sound convincing, but the wise or clever *might* still see through them; it’s not foolproof.

Shapeshifter - (200 CP)

In the world of Gloriana, we see at least examples of those who can take the form of wolves, and others of leopards. When you take this perk, gain the ability to transform into any one mundane animal, and back; you may choose a different animal at the start of each jump, replacing the previous.

If you also have the Drum of Magic Item, you can accumulate different forms to use, either through the Drum of Magic ritual, or through the new form gained each jump.

Familiar Faces - (200 CP, or 100 CP)

No matter how far you travel the breadth of the world, you keep running into familiar faces. For the most part these will be friends and allies, finding themselves in the same corner of the world as you for often convoluted and credibility-stretching reasons. Occasionally there will be someone whose company you don’t exactly cherish, but this perk will not make you more likely to run into old enemies, or those who wish you real harm.

This will not allow allies to travel in ways that are actually impossible for them. There must be a plausible, if very unlikely, way they could have gotten to where they are. In particular, it will not allow allies to travel in between settings unless you or they have some other means by which they can do so.

For 100 CP, you *are* just as likely to run into old enemies as old allies.

Vampirism - (400 CP)

No matter what form your mortal shell takes, you are now a vampire. This includes the standard vampire benefits of eternal life, youth, strength and the ability to turn into a bat. With this purchase, as opposed to becoming a vampire in-setting, you avoid the pesky drawback of being a slave to your master’s will. Also, the sun is an annoyance but will not actively harm you. Drinking blood is still required if you remain in this form long term.

Continuity for NPCs & Companion Import

If you purchased any of the companions from previous Quest for Glory jumps, and you chose the **Import Character** (continuity) option at the start of this jump, then those companions may join you in this jump without any CP cost. Each of them, as detailed in short below, will increase in power and ability over the course of this jump. All of these abilities are in addition to anything you may have purchased for them with CP. If a new power is specified that you already gave to the companion via CP in the previous jump, then you instead get the equivalent amount in CP to spend on them. Further, these “free” advancements assume the normal time scale. If you cut short the ten years (and there are ways to do so) they will not advance as much as specified.

Zara Shashina - Zara is a powerful half-Faerie Wizard. At the beginning of this jump she has the magic of her blood, and the perks Magic Spark, Clever 1, Magic Training 3, Throwing 2, Potent Potioneering, Elemental Expert. She is a member of WIT, has crafted her magic staff, has at least learned most of the Wizard spell list here, and mastered a fair amount. Over the course of this jump, if Zara journeys with you, she will learn the rest of the new spells, master a majority of them, and gain the Subtle Magics and Potent Potioneering 2 perks. Her imp familiar, Damiano, will also become more powerful in ways that are hard to predict.

Brauggi - Brauggi is a physically powerful Frost Giant. At the beginning of this jump he has a huge, magically sharp axe that bites with cold, extreme resistance to cold temperatures, natural magic resistance, and the perks Armored Hero, Swordcraft 2, Mighty 3, Masterful Maintenance, and Throwing 1. He is a member of EOF. Over the course of this jump, if Brauggi journeys with you, he will improve to Swordcraft 3 and improve his natural resistance to magic.

Dryad of the Woods - The dryad’s abilities are not easily categorized into the powers available to you. She has potent druidic magics that, among other things, turn people into animals (willing or not) and manipulate plant growth. It’s certain she knows more than that. She is the first Dryad to be freed from being tied to a specific region due to your CP purchase (though dryads don’t seem to mind staying in one place), and is certain to expand her magic in unforeseen ways as she explores the different biomes that you will reach. Over the course of this jump, if she journeys with you, her dryadic magic will reach new heights, becoming the most powerful Dryad of Gloriana.

Fox Friend - Your fox friend doesn’t exactly grow more powerful, but he does seem to have a knack for ~~ferreting~~ foxing out secrets and hidden information. At the start of the jump he has the Clever 1, Agile 1, Stealth 1, and Dashing Diplomacy perks. Over the course of this jump, if he journeys with you, he will gain Narrative Necessity and Stealth 2.

Aziza - Aziza is a human enchantress, especially attuned to the magics of water and object enchantment. At the beginning of this jump, she has her natural talents for healing and scrying, and the perks Magic Spark, Magic Training 3, Throwing 1, Clever 1, and Spell Sense. She is a member of WIT, has crafted her magic staff, has at least learned most of the Wizard spell list here, and mastered a fair amount. Over the course of this jump, if Aziza journeys with you, she will learn the rest of the new spells, master a majority of them, and gain the Honorable Magics and Clever 2 perks.

Rasha Rakeesh Sah Tarna - Rakeesh is a liontaur Paladin, a fearsome warrior and symbol of true decency and goodness in the world. At the beginning of this jump, he has the perks Swordcraft 2, Throwing 1, Mighty 1, Path of the Paladin 1, Agile 1, Masterful Marksman 1, and Dashing Diplomacy, as well as his sword, Soulforge. Over the course of this jump, if he journeys with you, he gains Path of the Paladin 2. If you manage to heal his demon wound (Erana could do it, but you may have other methods) he increases to Mighty 2, Agile 2, and Swordcraft 3.

Kreeshasha Mar Asha - Kreeshasha is a liontaur sorceress, and wife of Rakeesh. As specified in the previous jump, they will only travel together. At the beginning of this jump, she has the perks Magic Spark, Clever 1, Magic Training 3, and Spell Sense as well as a rare gift for creating long distance portals. She has crafted her magic staff, has at least learned most of the Wizard spell list here, and mastered a fair amount. She does not care to apply to WIT. Over the course of this jump, if she journeys with you, she will learn the rest of the new spells, master a majority of them, and gain the Honorable Magics perk. She will also continue to hone her ability with magical portals.

Shameen & Shema - The Katta couple who you may have met traveling in Spielburg, Shameen & Shema are husband and wife. They will only travel together. While not as powerful as other companions, Shameen & Shema are true and fast friends. At the beginning of this jump, Shameen has the perks Magic Spark, Magic Training 1, Clever 1, Agile 1 and Throwing 1. He knows a handful of spells. Shema has the perks Lockpicking, Throwing 1, Agile 1, Stealth 1, Masterful Marksman 1.

Over the course of this jump, if they journey with you, Shameen will gain the Magic Training 2 and Stealth 1 perks, and learn a few more spells. Shema will gain the Agile 2 and Stealth 2 perks.

Johari - Johari is a wereleopard who you may have encountered in Tarna, and a fearsome warrior, with some skill in both melee and magic. At the beginning of this jump, she has the perks Mighty 1, Swordcraft 1, Throwing 1, Agile 1, Stealth 1, Magic Spark and Magic Training 1. Over the course of this jump, if she journeys with you, Throwing, and any other three of her rank 1 perks, increases to rank 2. She picks up a few more spells as well (a lot more spells if you increase Magic Training to rank 2).

Erasmus - Really? You’re bringing him along? Well, Erasmus is certainly a very powerful and skilled wizard. At the beginning of this jump, he has the equivalent of Clever 3, Magic Training 4, Elemental Expert, Spell Sense, Staff of Many Magics, Throwing 1 and Pun Pacification 1. He has mastered all the spells from the standard list, and knows several others besides. Over the course of this jump, if he journeys with you, he gains the perk Convenient Components.

Devon Aidendale - If you picked up Devon in one of the previous jumps, then you would have built him yourself from scratch, and he may have earned a bit more from being the hero of prophecy for any or all of the three plotlines previous. For each of the two plotlines (Quest for Glory 4 & 5) in this jump that he actively plays the role of the hero for he gains another 400CP after completing the plot. If you took the *Heroic Plotline* drawback you can be “co-heroes” with him, but he only earns 200 CP for each in that case. For this extra CP, he can freely change his background once from what you chose in the previous jump.

Other Characters - The previous jump gave a method by which you could “build” the perks of a native character that was not otherwise specified. If you did so, and chose to bring that character to this jump, then over the course of this jump they “earn” an additional 400CP with which to get new perks. For the purpose of spending this CP their background is unchanged from the previous jump.

You may choose to grant any of the above companions additional CP via the Companion Import option below, in which case you are **not** restricted to their canonical class. That is to say, if you want to import Zara as a Thief, you can do so, in which case she will gain whatever CP purchases you make for her, in addition to the gains mentioned above for her.

If you chose the **Fresh Start** (no continuity) option, then you must import any companions you want via the option below. If you import companions from previous Quest for Glory jumps in this way, they *do* gain the free advancements specified above in addition to the import CP.

Companion Import

Imported companions get a background of choice; they must pay for their race if there is a cost. If an imported companion was also imported into (or originates from) a previous quest for glory jump, and picks the same background as in that jump, they receive a bonus +100 CP.

- Import a single companion with 300CP for a cost of 50 CP,
- Import **up to** three companions with 300CP each for a cost of 100CP,
- Import **up to** eight companions with 300CP each for a cost of 200CP,
- Import **up to** twenty companions with 300CP each for a cost of 400CP.

You may pay the cost one additional time to double the CP that companions receive; you could do this for a subset of companions if you choose. They do receive free items associated with their background, and may not spend more than 300 CP on items. See the Items section for other restrictions on Item purchases by companions.

New Companions

Provided that you pitch the idea to them in a reasonably convincing manner, any one option below with a listed CP cost may join you as a companion at a discounted CP cost, or free if they would already be discounted; you must still meet any other requirements given.

Devon Aidendale - This canonical hero is always sticking his nose into the business of villains, and thwarting foreboding prophecies right and left. Not much is known about Devon; he’s not a *bad guy*, but is he more a hero, or an anti-hero? It’s unclear. Could be a wily mage, a skilled fighter, a roguish thief, or an honorable paladin.

If you did not pick up Devon in the last jump, you can join up with him here. Devon can be built fresh with any background, using 1400 CP.

For each of the two plotlines (Quest for Glory 2 & 3) in this jump that he actively plays the role of the hero for he gains another 400CP after completing the plot; he may have a different background for spending this CP. If you took the *Heroic Plotline* drawback you can be “co-heroes” with him, but he only earns 200 CP for each in that case.

Companion (200 CP; discounted for Drop-In) - Devon is the most versatile of any companion here, but his personality is a bit of a blank slate.



Erana and Katrina - Erana is a powerful half-human, half-Faerie Folk Wizard who left her mark across the world. She traveled around Gloriana doing good and establishing blessed places of safety. Unless you’ve been avoiding the plot entirely, there is no doubt you have seen her mark in many places. Several generations ago, she was trapped in the place between worlds as she battled to stop Avoozl, a being of incomparable dark power, from entering the world.

Katrina is a dark wizard and vampire. She was not, however, without humanity, and longed for companionship in between dark actions. Canonically, many years after Erana was trapped with Avoozl, Katrina intended to complete the summoning of Avoozl because the sun irritated her, but was not aware of the full scale of destruction that would occur. She manipulated and used Devon Aidendale to find the necessary rituals, though developed love for him through their interactions. At the same time this was happening, the hero began to see and communicate with Erana in his dreams, where they too built a connection.

In the course of things, the summoning ritual was performed, but Katrina ended up sacrificing herself to protect Devon, and was pulled into darkness by Avoozl. Devon, then, freed Erana from her prison, allowing her to complete the banishing ritual, ridding Moravia (and the world) of Avoozl’s influence entirely. However, Erana’s life had long since ended. It was only her spirit there, which passed into death after giving her thanks and farewell to Devon. This is the end of the Shadows of Darkness game.

In Dragon Fire, Devon has the opportunity to free either Erana or Katrina, but not both, from the underworld. The one freed plays an important but not central role to the plot.

This, of course, is only a description of the canonical events. You may subvert it entirely, and are assumed to have done so if you purchase both as companions.



Erana - Erana has the inherent gifts of her heritage, her staff (see items), and the perks Magic Spark, Clever 2, Magic Training 4, Spell Sense, Honorable Magics, Potent Potioneering and Dashing Diplomacy. She knows all the spells from the standard list, and many others. She has created a wizard's staff in-setting, but does not have the perk.

Erana has a particular gift for magic relating to peace, and the ability to create lasting enchantments that promote harmony, healing and well-being. Erana is a truly good soul, and will not tolerate traveling with those who do evil. This does not mean that she will hold you to the standards of a Paladin, but if you turn against the righteous and knowingly harm the innocent, she will become your enemy rather than your friend. If you are doing evil due to a foreign influence, her first course of action would be to end that influence rather than to harm you. She prefers peaceful resolutions where possible, but will not turn against you for pursuing more violent methods of stopping evil. In cases of enemies that are truly pure evil, such as demons and the undead, she has no objection to violence.

Companion (400 CP; discounted if you have a good soul, and act righteously) - Erana has the Magic User background and, if you purchase her as a companion, receives an additional 500 CP to spend on perks.

Katrina - Katrina's has her cloak (see items), and the perks Magic Spark, Clever 2, Magic Training 4, Spell Sense, Subtle Magics, Stealth 1, Throwing 1. She has created a wizard's staff in-setting, but does not have the perk. She knows all the spells from the standard list, and many others besides. She is particularly skilled with dark and destructive magic. Her vampire nature gives her the equivalent of Mighty 1 in spite of her slender form, and eternal youth.

Katrina has a strong superiority complex, and is likely to bristle a lot of feathers with those she interacts with. She has a much more pragmatic outlook on life than Erana however, and can probably adjust to the moral views of any jumper. As a vampire, she is prone to putting people in cruel and ironic situations. Canonically if she is resurrected it is as a human, and it is heavily implied that she is on the path to redemption.

Companion (400 CP; discounted if you show her favor above all others in setting) - Katrina has the Magic User background and, if you purchase her as a companion, receives an additional 500 CP to spend on perks. If you cure her vampirism, in setting or not, she gains the equivalent of the Vampirism perk that she can use as an alt-form.



Famous Adventurer (400 CP; discounted if you're a "Jack of All Trades" type) - Mysterious as he is wily, the Famous Adventurer (or just F.A.) claims to have gone by countless names over the years. He's the reason Devon Aidendale (and perhaps your background persona) got into adventuring in the first place! He's old and a bit tired now, but if taken as a companion that's unlikely to be a problem for long. In addition to having a wide breadth of experience, and having survived countless deadly things, he has the perks Swordcraft 2, Mighty 1, Fancy Footwork, Magic Spark, Magic Training 2, Clever 1, Lockpicking, Stealth 1, Agility 2, Rakish Rogue, Masterful Marksman 2, Narrative Necessity, Dashing Diplomacy, Throwing 2, Who Needs A Dentist? and Sweltering Swagger. He has any background of your choice (including Drop-In), and if you purchase him as a companion, receives an additional 500 CP to spend on perks.

Baba Yaga (400 CP; discounted if you give her the opportunity for further power and secret magics) - Whoo, boy. Are you sure about this? First, Baba Yaga is only available as a companion if you did not kill her in the first Quest for Glory jump. Canonically, Devon Aidendale merely drives her out of Spielberg valley rather than slay her. Second, Baba Yaga is a power-hungry ogress sorcerer, invested in nothing but herself. But I suppose if you really want... She won't be hard to convince with the promise of power. Baba Yaga has Magic Spark, Clever 2, Magic Training 3, Potent Potioneering 2, Spell Sense, Subtle Magics, Mighty 1 and Poison Master. She knows the majority of spells from the standard list, and many curses that are not on it. Including, but not limited to, something akin to Baleful Polymorph (turning people into frogs and similar). She has the Magic User background, and if you purchase her as a companion, receives an additional 500 CP to spend on perks.

Elsa von Spielberg (300 CP, discounted with Swordcraft rank 3 or Fancy Footwork) - Originally the princess of Spielberg, who was rescued during the events of Quest for Glory 1 (possibly by you), Elsa canonically ends up part of the plot of Dragon Fire when she enters the competition to become the new ruler of Silmaria. She is stubborn, beautiful (the art varies), and a fierce and skilled warrior. She has the perks Armored Hero, Swordcraft 3, Mighty 1, Fancy Footwork, Agile 1, Let's Dance, Masterful Marksman 2, and Throwing 2. Elsa has the Fighter background and, if you purchase her as a companion, receives an additional 500 CP to spend on perks.

Toro (100 CP; see text) - Toro is a fierce minotaur warrior. Once rescued by Elsa, he has become her closest friend and protector. If you have Elsa as a follower or companion, then Toro will be easily convinced to also be a follower or companion at no CP cost. Otherwise, he is difficult to convince and, as a companion, costs 100 CP. He has the perks Swordcraft 2, Mighty 2, and Throwing 1. He additionally has an incredibly tough hide for skin. Toro has the Fighter background and, if you purchase him as a companion, receives an additional 500 CP to spend on perks.

Dr. Cranium (200 CP; discounted if he believes that you do not use magic at all) - This man of science does not have time for the tripperies and nonsense of magic. SCIENCE will lead us forward into a new age! His abilities are not well represented by the perks of this jump, beyond the fact that he has Clever 3. He is a master of many disparate branches of invention, and finds himself well out of place among the superstitious folk of Moravia. Incidentally, Dr. Cranium is the great-great-great... grandfather of Dr. Brain.

If you prefer, you can select Dr. Pretorius/Dr. Mobius in place of Dr. Cranium.

Goon Mercenary (50 CP; discounted after the first one) - Goons are semi-domesticated relatives of ogres. Not actually a monster unless you make them mad, Goons are large, ugly, and rather dumb. With patience, kindness, and five years of extensive training, they can be housebroken. This particular one is already trained and perfectly loyal to you. It has the equivalent of Might 2, meaning it can lift about a thousand pounds without difficulty, and has tough, leathery skin. If you purchase more than one, they may be imported as a single companion as a group, dividing the potency of perks among them.

Other Companions - There are many other characters in the setting that you might convince to join you in your travels. Any character not otherwise mentioned above can be paid for with 100, 200 or 300 CP, and are then built with 800, 1200 or 1600 CP respectively. They get a free non-drop-in background, and their cost is discounted if their background matches yours, or if you are a Drop-In.

Items

Below are a large number of items to purchase, ranging from the mundane to the quite powerful. Free items can be received for free only once (per person) over all quest for glory jumps. Unless otherwise noted, any gear purchased here will be restored to new in your warehouse at the end of each jump if destroyed or lost.

Items purchased by a companion must be for the primary use of that companion where applicable (such as for a weapon); some loaning is fine. Duplicates made of the item, or things the item is absorbed into, have the same restriction.



Items: Notable Gear

Replenishing Stamina Pill or Potion (25 CP): Reappears once per day; it gives as much energy and revitalization as a one hour nap; useful in the midst of battle.

Replenishing Healing Pill or Potion (50 CP): Reappears once per day; will cure all minor wounds completely, or turn a deadly blow into a few days rest.

Replenishing Mana Pill or Potion (50 CP): Reappears once per day; will restore enough magical power to throw two dozen elemental attack spells, or equivalent.

Amulet of Waterbreathing (50 CP) - This simple but potent magical amulet clings tight to the chest, and allows the wearer to breathe salt or fresh water as easily as air.

Amulet of Undead Warding (100 CP) - This amulet gives the wearer immunity to the energy and life draining effects of undead, and makes the undead very reluctant to approach the wearer at all.

Magic Grapnel (100 CP; discounted for Thief): A grappling hook and rope. The grapple attaches firmly to any surface without making any noise, even where there is nothing to grip. Gripping the rope is easy, and never leads to rope burn. The rope retracts and extends up to 200 feet; one can therefore “retract” the rope to be pulled up, for example.

Famous Adventurer’s Correspondence Subscription (200CP; discounted with Famous Adventurer) - At the start of each new jump, you receive a primer written to would-be adventurers that outlines the monsters and dangers of the setting. The primer does not reveal especially well hidden secrets, but will otherwise at least contain some information on even the rarer monsters and environmental hazards.

Bottle of Hippocrene Water (200 CP) - A bottle, roughly a liter, filled with the waters of the Hippocrene. Refills each day at dawn (or local time equivalent). A deep quaff of this water will restore zest for life and inspiration to the most downhearted. This doesn’t guarantee that they will remain so forever, but neither does it “wear off” after a certain period. It can also be used as a powerful magical component in awakening things that are slumbering or in a torpor. For instance, pouring this water on the roots of a dryad tree may cause it to come to life and dance with joy.

Bottle of Lethe Water (200 CP) - A bottle, roughly a liter, filled with the waters of the Lethe. Refills each day at dusk (or local time equivalent). A deep quaff of this water will put the imbiber into a deep, enchanted and healing slumber. Their body will recover quickly from poisons, wounds and foreign influences. It can also be used as a powerful magical component in other sleep spells, or magic of memory.

General’s Shield (200 CP; discount with Masterful Maintenance) - This round hoplite shield is extremely light and nearly impervious to damage. In Gloriana, nothing short of the Dragon of Prophecy, or Avoozl itself, could meaningfully harm it.

Flying Machine (300 CP; discounted with any of the setting’s scientists as a companion) - This crude but effective hot-air-balloon airship is far more reliable than you might otherwise guess. It travels at roughly a hundred miles per hour at top speed, can easily change directions, and is not impeded by anything less than hurricane-force winds. It will not be damaged by anything short of intentional action. More importantly, it generates a mild SEP field. When it is landed, no one will attempt to steal or sabotage it, or complain about where you left it. When in flight, you will suffer no negative “random encounters” or incidental attacks.

Ring of Truth (300 CP; discount for Path of the Paladin) - This immensely powerful ring glows brightly in response to falsehood communicated in its vicinity. The glow cannot be concealed, and shines through all coverings and clothing. Further, anyone who sees the glow knows what it represents.

Complete Starter Spellbook (200 CP; discounted for Magic User or with Magic Training Rank 2): This convenient book contains all eight of the most common spells of wizardry in Gloriana: Calm, Dazzle, Detect Magic, Fetch, Flame Dart, Open, Trigger & Zap, as well as a number of interesting tips and applications. Anyone with the spark for Gloriana’s magic will be able to learn all of these spells in a relatively short period through study of the book, and speed the process of mastering them. Unlike scrolls you may purchase in-setting, the book does not disappear upon use, and so may be shared with companions (presuming they have the required Spark). The book cannot be copied, but will self-repair if damaged, or return to you if lost.

Note that this does not give you access to any magic you could not obtain in the world itself, but it does give you much earlier, and much easier access, and access that you can share with others. Multiple people can study from the same book, subject to reasonable time constraints. e.g., two people studying side by side should not slow each other down too much, but three or four may have to take turns, slowing learning.

Complete Intermediate Spellbook (300 CP; discounted with Magic Training Rank 3): Requires, and functions as, the first volume. Contains any eight spells of your choice, *except* for Dragon Fire, First Aid, Ritual of Release and Thermonuclear Blast.

Complete Advanced Spellbook (400 CP; discounted with Magic Training Rank 4): Requires, and functions as, the first and second volumes. Contains all remaining spells on the list, along with tips and applications, and a few more that are not on there, including the popular teleportation spell.

Katrina’s Cloak (300 CP; free for Katrina; discount for all if Katrina is a companion) - This simple hooded cloak keeps one warm in a winter’s chill. More importantly, it provides the wearer with a major confounding effect. As long as the hood is up, those interacting with the wearer will be unable to draw a connection between the person with the hood up, and without the hood up. Essentially they see them as two individuals, and form opinions and relationships with them separately. This effect breaks (for a given individual) if they interact with both hooded and unhooded wearer in a short time period, say a few minutes, meaning you cannot put the hood up while they are looking at you and expect it to work. Someone who has seen through the deception, however, cannot convince others of the truth with simple words.

The hood will not be blown off or fall off casually. It must either be voluntarily lowered, or forced.

Erana’s Staff (300 CP; free for Erana; discount for all if Erana is a companion) - Erana’s Wizard Staff is the pinnacle of craftsmanship and magical skill on Gloriana. First, it grants the benefits of the Summon Staff spell (not the perk) to a magic user holding it if they do not otherwise have that spell or ability. Second, if used to channel magic of peace and harmony, it makes them half again as powerful.

Third, the Staff can be ritually placed in one location where it can only be removed by the will of the placer. There, it grants a powerful ward of peace and protection on the surrounding area, up to the size of a small village. This ward is especially potent against undead and demonic influences. (If incorporated into another item, the staff can be separated out again to perform this function.) If the owner of the staff remains at that location, they may continue to benefit from the other features of the staff.

Finally, one in possession of the staff can cure vampirism and similar afflictions, though it requires the power of life. A life willingly given will do it, but with sufficient life force spent, a sacrifice may be unnecessary.

Piotyr’s Sword (300 CP; Discount for Path of Paladin; special with Soulforge) - The holy blade of the legendary paladin Piotyr, this weapon is even more potent than Soulforge. It burns the hands of evil and cannot be borne by them. Otherwise, in the hands of a normal fighter, it is an incredibly sharp and deadly blade that is lit with a burning blue flame. In the hands of a Paladin, the flame burns brighter, spreading a light that repels weaker undead, and it enhances your paladin abilities. It can strike true against undead and demons, even when they would not be susceptible to the sting of a blade.

If you purchased Soulforge in the previous Quest for Glory jump, you can ‘upgrade’ it to this at the cost of the difference: either 100 CP, or 50 CP discounted.

Peace Statue (200 CP; Discount for Path of Paladin or Dashing Diplomacy) - This statue, only a foot tall, will greatly aid in the peace process between two nations, groups, or factions. When present at negotiations, it soothes tempers and encourages reason and compromise. When enshrined as part of a successful peace agreement, the two groups are far less likely to violate that agreement; when used in this way, the statue loses its other properties and cannot be used for other negotiations. In this case, you receive a new statue at the start of your next jump.

Prophecy Stone (200 CP; Discount for Pontiff of Prophecy) - This stone can effectively be used once per jump and, once used, you receive a new one at the start of your next jump. It has two possible functions. One is to ritually release a creature that is bound or sealed; this will shatter all but the most mythic bindings, and greatly weaken even those. The second is to strengthen the bindings on a creature that is sealed in some way. The creature must already be contained, even if for only a moment, at which point applying the prophecy stone wraps it in incredibly powerful mythic bindings and seals which will last a minimum of one thousand years and a year.

Items: Locations

Unless stated otherwise, these locations follow you from jump to jump, and manifest in an appropriate location in that jump, rewriting history to have always existed there. If you are familiar with the setting of the jump, you can influence their location. You can also choose to have them not manifest in a given jump.

Delos Island (300 CP) - The island comprises roughly 200 mi²/500 ki². The island is lush and lovely; a veritable paradise.

The northern half is covered with huge trees, and contains the ruins of Delphi, and the Sibyl of Delos. The latter is a statue of a woman who comes to life to grant petitioners a prophecy. Only one prophecy per person per jump will be granted.

The southern half is covered with incredibly dense forest, nearly impassible, and at its center contains the woods of a powerful Dryad circle. These dryads are individually weaker than the canonical dryad of Spielburg valley, but collectively stronger, and will be favorably inclined to you with this purchase. They will not, however, leave their woods. You can decide whether the dryads are a consistent circle that follows you, or a new one for each setting.

The dryads and the Sibyl, but not the island, can exist in your warehouse for a given jump, though the dryads at least require an appropriately large woodland.

Skyros Island (300 CP) - The island comprises roughly 200 mi²/500 ki² of land, with a lake at the center perhaps five miles across. The surface of the island contains nothing particularly impressive, being mountainous and forested. Beneath the lake, however, lies the city of Atlantis, deliberately sunk long ago to shield its people from the Dragon of Doom. The city is connected to the larger ocean through vast underground tunnels.

The Tritons (merfolk) living there now are a few thousand strong, under the rule of Hippolyta. With this purchase, they will be favorably inclined to you. You can decide whether Atlantis is consistent (retaining its population and improvements between jumps), or whether a new one forms each jump.

Atlantis, but not the island, can exist in your warehouse for a given jump, though it requires a large underwater area.

Gates to the Underworld (400CP; discounted if you have permanently lost to death a true friend, dear lover or companion over the course of your chain) - Once per jump, including this one, you can open a portal to the local equivalent of the underworld. This must be done near a significant river, or something metaphorically equivalent, and must be done in the primary world of the setting if possible (if that is not possible, it can be done anywhere). The portal is always guarded by some great beast or challenge to overcome, suitable to the setting. The keeper of the underworld is encountered past the challenge, and cannot be slain, controlled, influenced or bypassed by any method. However, it can be bargained with in order to release the souls of the dead.

The bargains are always weighty, but need not be faustian or self-sacrificial in nature. The portal remains in that location as long as you wish it to, but once you close it, you cannot open it again in this world. While it remains, others can potentially access it, but they too will have to deal with the same challenge in order to reach the portal.

Marete (400 CP; see details) - The main island of the setting, Marete is 4000 mi²/10000 ki² of land, with a huge volcanic crater at the center and the (inactive) volcano taking up perhaps half the land area. The grand port city of Silmaria lies in the south east as its capital, and there are five fishing villages scattered along its coasts. The land is forested, a bit rocky, and not particularly suitable to large-scale farming.

This purchase comes with a condition. You must end the jump either having won kingship via the Rites of Rulership, or take as a companion someone who did (canonically Elsa is poised to do so, but I’m sure you could manipulate events in many ways). If this condition is not met at the end of the jump, then you do not get this location, and instead may immediately spend 400 CP on other purchases.

In future jumps, a new “copy” of the Silmarian people is created that remains in that world afterward. The island adjusts to match the tech level of the new setting, though improvements that you make to the island carry through in some form. If plausible in the setting, you or whoever won the Rites of Rulership retain your position on the island in some form. This is not necessarily an autocratic dictatorship, but it is the individual with the most power, respect and influence.

Castle Borgov (500CP; discount for Katrina or with Katrina companion) - Your standard vampire wizard castle, Castle Borgov looms large with presence and oppressive darkness. In future jumps, it optionally alters its exact form to suit the genre, but always remains primarily a fortification in form.

Whoever is linked to the castle (the purchaser) is twice as powerful with regard to magics of death or darkness. Anyone who practices such magic within the castle, likewise has their power doubled (this does compound with the first effect). Undead enjoy being within the castle (as much as they can enjoy anything) and will be much stronger, swifter and more powerful within its grounds. You may also choose to have it exist in your warehouse for a given jump, if you have an appropriate area.

Erana's Retreat (500 CP; discount for Erana or with Erana companion) - Erana's Retreat is a place of inviolable peace, tranquility and harmony with nature. It can take many forms, but always has a spring, lake or other water feature, the waters of which are purified and cure poisons when drunk directly from the source. Sleeping here will ensure a rest free of nightmares. and evil things are strongly repelled. Violence, including by you, is just short of impossible, though if attacked you will be able to fight back. Whoever is linked to the retreat (the purchaser) is twice as powerful with regard to magic of peace and life. Anyone who practices such magic within the retreat, likewise has their power doubled (this does compound with the first effect).

In future jumps, Erana’s Retreat forms in some natural location within the setting, which you will be aware of, and blesses it with its magic. If there are no suitable locations with a water feature, it will create one. You may also choose to have it exist in your warehouse for a given jump, if you have an appropriate natural area.

Items: Basic Gear

Basic Gear (free for all): A set of trail rations, good for a week. One water canteen. One sturdy pack. One basic grooming kit. One basic first aid kit. One coarse and sturdy blanket.

Heroing Outfit Mark 3 (free for all): You receive, complementary, a full set of genuine, original, heroing clothes! Three pairs of green socks, three pairs of heroic undies (with your choice of pattern!), one pair of teal pants, a brown vest, two white shirts, black belt and black boots. All of the clothing is well made and quality, and seems to never wear or become dirty. It can be damaged and pierced normally, but somehow seems to be fine the next day. Brownies, maybe?

If you are a centaur or liontaur, the pants are replaced with a fine tabard of the same color.

Money (25 CP; one free for Fighter & Magic User; three free for Thief): Enough gold to stay in a decent inn for two weeks, including meals.

Shield (25 CP; one free with Armored Hero): A finely balanced, well crafted and very sturdy steel shield (though not magical). Nothing short of an ogre will be even denting this. You would eventually be able to afford a shield in town, but nothing of this quality or durability.

Leather Armor (25 CP; one free for Thief or with Armored Hero) A well-made suit of quality leather armor made by the best tanners in the land. Once you’ve made a little cash, you’ll likely to be able to scrounge up some leather armor at the general store in town, but nothing that fits you this well.

Chainmail (50 CP; discounted with Armored Hero, free if you also have Mighty 2): A high quality, tailored set of chainmail; this can be worn under an outer tunic, and covers torso, upper arms, thighs and includes a chainmail coif. Finding chainmail in setting is not impossible, but it is very expensive, and you’re not going to find anything that fits as well as this. A jumper who purchases this at a discount or for free does not receive the Leather Armor they would otherwise get for free.

Sword (25 CP each; See Below): A finely made sword crafted from steel of the best quality in the land, and better than anything you will find, short of stealing the sword of a Prince. It is extremely sharp when you get it, though not immune to dulling (at least not without the Masterful Maintenance perk). There’s nothing magical about it, but it is perfectly balanced for your use, and is eminently enchantable if the opportunity arises. Includes a quality scabbard.

- Any jumper with the Swordcraft perk (at any rank) or Path of the Paladin receives a long blade, such as a longsword, for free.
- A Fighter or Thief without Swordcraft receives a shorter blade such as a rapier, gladius or short sword. These classes are assumed competent, if not expert, in its use.
- A jumper with Swordcraft at rank 1+ AND Agility rank 2 instead receives BOTH a long blade and a short blade for free.

Long Dagger (one free for Magic User & Drop-In): Strictly inferior to other blades in combat, those without any combat skills at all may have to settle for this. This is well made, but not of the quality described above. Anyone is assumed to be able to use this without stabbing themselves in the foot.

5x Throwing Dagger (25 CP per set; one set free with each rank of Throwing): Well balanced throwing daggers, of similar quality to the swords described above.

Bow (25 CP; free with Masterful Marksman rank 1+): Any standard type of (medieval-era) bow of choice, high quality materials and well made. A Fighter or Thief without the Masterful Marksman perk is competent but not particularly skilled with a bow.

Includes quiver and 25 durable, excellent quality iron-tipped arrows good for at least several shots each, assuming you can retrieve them. For an additional 25CP, receive a magical quiver which has an unlimited supply of mundane but high-quality arrows.

Drawbacks

Gain up to +600 CP. Companions cannot take drawbacks, but certain drawbacks give CP to companions where noted. “Heroic Plotline” and “A Shadow of Power” provide separate ways to achieve +800 CP.

One Hand Tied Behind Your Back (+200 CP to you, +100 CP to all imported companions)

Any exceptional powers or abilities you have are locked for the duration of this jump, and any previous knowledge you have of the Quest for Glory setting is removed, including knowledge granted by this document. Nothing beyond the **potential capability** of a normal human being in the “real world” is retained. Access to items from previous jumps is restricted to that which would be entirely mundane in this setting. If you have a prior sword, you can use it still, but it won’t have any magic powers. No magic spells, no superhuman thinking, no superhuman shagging, no extra lives, nada. The same applies to any companions that accompany you. The exception to this are perks purchased in the Quest for Glory jump(s), which provide benefits as normal. Any memories or skills that are lost as a result of this drawback are restored at the end of jump. Items from previous Quest for Glory jump(s) can only be used if they are also available for purchase here.

Both Hands Tied Behind Your Back (+200 CP to you, +100 CP to all imported companions; requires “One Hand Tied Behind Your Back”)

Your powers, and those of your companions, are further restricted. Skills and abilities are fully reduced to those of an **average human being**, other than perks purchased in the Quest for Glory jump(s), no exceptions. Further, you have zero access to any items from previous jumps, mundane or not, purchased with CP or not, and you cannot access your warehouse. You and your companions retain your memories of self, and past experiences, but somehow cannot bring them to bear in this jump. For example, you may remember that you have used guns in the past, but you have no capability to introduce gunpowder into this world. Any memories or skills that are lost as a result of this drawback are restored at the end of jump.

Heroic Plotline (+200 CP; does not count toward CP limit)

Maybe you were the hero of Spielberg, Shapier and Tarna, maybe not, but there are now two more kingdoms in need of one. Up for the job? This drawback makes a victory condition of the jump to complete the canonical role of the hero of Quest for Glory 4 and Quest for Glory 5.

First, in Moravia you must acquire the missing parts of the ritual to summon Avoozl, because it is only by first completing the botched ritual that his evil can be banished from the world forever. You must then acquire Erana’s staff and, with or without the aid of Katrina, free Erana from her extra-dimensional prison just as you complete the ritual, so that she can banish Avoozl for good before passing on. Katrina you must either kill, see imprisoned in darkness, or cure of vampirism.

From there, you must proceed to Silmaria, where you will participate in the Rites of Rulership to become the new ruler of Silmaria after the previous one was murdered. During the Rites, you must uncover the plot to steal the throne, with the deadly threat of the Dragon of Doom looming over the land. In the course of your adventures, at least one of Erana or Katrina must be returned from the land of the dead (Erana by default if Katrina is not dead). You must ensure that the dragon of doom is sealed away or killed permanently. Finally, either you or Elsa Von Spielburg must survive and claim the throne of Silmaria.

If you accomplish all of this, your timer expands to the length of a normal human lifespan, so you may choose to live out a full “life” here before proceeding to your next jump. Optionally includes apparent aging if you don’t age. You may also choose to end the jump at any time before then, including immediately if you wish.

Drawbacks end after ten years, even if you stay longer.

You may elect to have an imported companion play the role of the hero in your place, possibly up to and including becoming the ruler of Silmaria.

If you take this drawback, Devon Aidendale cannot gain the ‘bonus’ CP from being the hero, even if you bring him from the previous Quest for Glory jump.

Heroic Style (+50 CP; +50 CP to any imported companion who also has to wear the clothing)

Did you see the Heroing Outfit Mark 3 under Items? For the duration of this jump, this is the only clothing you may wear. You must wear the full outfit at all times you are outside. Don’t plan to keep a low visual profile, or hide effectively in the forest. Other gear, including armors in jump, may be used as long as the outfit remains predominantly visible.

This drawback is less valuable than previous jumps because the outfit described (from Shadows of Darkness) is not nearly so garish, but as a “bonus”, you may also wear the styles of any of the other games interchangeably.

A Punny Hell (+100 CP; +50 CP to each imported companion who has to regularly hear the puns)

Gloriana can be a punny place, but now it’s goddamn unbearable. Every two-bit shop-keeper and official is dropping bad puns and dad jokes right and left, never mind people like Erasmus. He might make blood come out of your ears. And the gnomes are absolutely *giddy*.

Any extraordinary resistance you might have to bad jokes is muted for the duration of your time here. You will have to suffer through it.

Monster Mash (+100 CP)

The lands of Moravia are already teeming with Evil, undead found in many places and dangerous creatures everyone. Now it’s cranked up to eleven, with undead everywhere that isn’t warded against them, and all other sorts of dangerous creatures constantly about. Werewolves (the bad kind) are also infesting the woods. The leaking evil of Avoozl has nearly fully corrupted the place. Erana’s various wardings can only barely keep them at bay.

In Silmaria, not only are the number of enemies that you’d otherwise see doubled, but in addition there are any number of greek inspired monsters that would otherwise not be present. Goons are led by Cyclopean warlords, and Furies dive from the sky to pick off unsuspecting travelers. Since when is fighting Medusa part of the Rites of Rulership!

All of them seem to be especially drawn to you.



Bad 3D (+100 CP; +50 CP to each imported companion who also has to see this way.)

There’s a certain era of gaming graphics that has aged particularly poorly, and now you get to enjoy it for the duration of your stay! Everything you see is rendered in early-era 3D polygons. Somehow this does not prevent things from working normally.

SCIENCE! (+200 CP)

Some of the more scientifically minded residents of Gloriana despise magic, to the point of refusing to acknowledge its existence. Now that applies to you as well. For the duration of the jump, not only do you refuse to use magic of any sort, you will not even discuss magic, nor offer the slightest bit of respect to a single self-proclaimed ‘wizard’. Hopefully you have some friends or companions who can handle that stuff, eh?

Buggy Bunnicula (+300 CP)

The vorpal bunny found in the woods of Moravia is one of the most fearsome creatures an adventurer can encounter, with razor-sharp teeth and the ability to go straight for the throat. Just as deadly, though, can be the variety of bugs found in classic adventure games. With this drawback, you get to enjoy both!

The vorpal bunnies of Moravia have somehow bred with the bunny-like bugs of Yggdrasil and their primary aim seems to be to kill you. These vicious predators breed and multiply every which way. Their bite seems to glitch through all your protections, and their speed grows with yours. They *will be* a threat to you, regardless of your protections. What’s worse is that they seem to be everywhere you go. They target you, and not a day of your stay here will go by without having to fend off *at least* one.

Sleeping is not safe, so ensure someone is on watch. Not even Erana’s famed protections can keep these things away.

Not even your warehouse is safe, and they will phase through the walls, floor and ceiling to come at you. They will not, however, target anyone else in your warehouse.

If you think to end your jump early via the Heroic Plotline option, then all the missed bunnies will attack at once to ensure they do not miss their chance. In this case, you must defeat a veritable horde before you can end the jump.

A Deeper Shadow Cast (+600 CP; increases bonus CP limit to +800; cannot be combined with “Heroic Plotline”)

Only consider this drawback if you are already extremely powerful, otherwise you *will* lose. If you take either of the Hands Tied drawbacks, you *will* lose.

In addition to the below, take “Monster Mash” for no CP.

Something’s gone terribly wrong; Avoozl is nearly free! He has seemingly consumed Erana’s spirit and, with that great feast, broken near fully from his bindings. The land of Moravia lay nearly in ruins, only those sheltering in the protective ward of the town holding out, but even that will not last for long. The binding spell that would have held him before is now far too weak to do so. You will have to somehow defeat an ancient, elder evil before he can fully manifest, or the world is irrevocably doomed.

Just as you finish dealing with Avoozl, the disturbance in the fabric of the world awakens the Dragon of Doom, shattering all the dragon pillars instantly. The immortal dragon is the greatest magical creation of Gloriana’s history, infused with the raw essence of hatred, fire, and destruction. The Dragon Pillars have been shattered, so hopefully you have another way to stop an unkillable dragon before he roasts all of Silmaria, followed by continuing on to the rest of the world.

You have a new victory condition: defeat these threats, and ensure that both Moravia and Silmaria are on the path to full recovery before your ten years are up.

Companion purchases are restricted with this drawback: you can purchase them as normal, but you must rescue them before they can act as your companion. If you purchase Erana as a companion, then upon defeating Avoozl you will discover that her spirit was merely suppressed, not destroyed, and you can resurrect her if you have such an ability.

Notes

There is no canonical information, that I can find, on the size of the islands. I’m making a rough guess based on travel time, and being generous in my assessment.

Erana’s appearance changes dramatically between the fourth and fifth games. Feel free to envision her as either.

Settings should be assumed to have some form of afterlife where souls go to after death, unless it is specifically established by the setting that there is no such place.

Piotyr’s sword functions for Paladins of other settings, provided they are “good” aligned sort. Lawful or not does not matter.

On the Flying Machine and being attacked. You won’t be attacked by enemy soldiers who you just happen to fly over. You will be attacked if you use the flying machine to try and cross over into a heavily fortified enemy position. Use your judgment for in-between cases.

v1.1: Numerous grammar things. Bonus CP from hands perk applies to all imports.

v1.2: removed double spacing between sentences; grammar and spelling; organization; Shapeshifter perk; one freely discounted new companion; several companion tweaks, goon mercenary companion, peace statue item, prophecy stone item.