

This Used To Be About Dungeons

v1.0

by Blizlightning

TUTBAD is a serial fiction written by Alexander Wales, set in a cozy and semi-utopian fantasy world of Ibris where the focus is more on enjoying meals with friends than on adventure and peril. The story centres around a group of Dungeoneers who explore Dungeons—magical pocket dimensions that generate their contents somewhat randomly but are populated with monsters and unique magical items known as entads.

In this world, you probably won't encounter wars or catastrophes. The primary risks come from choosing to delve into Dungeons.

Take **1000 Choice Points** to fund your adventures.

Starting Location

You can start anywhere in the setting from the small village of Pucklechurch to the great city of Dondian or even far flung Kiromo or Tarbin. It's your choice!

Age and Gender

You can choose your gender and age freely.

Origins

Any origin can be a drop-in or have a history and memories depending on the choice. Origins are defined more by where you've spent most of your time than by anything else.

Dungeoneer

You live and breathe dungeons, which are one of the last frontiers of exploration and adventure in this world. Though you haven't yet tackled one yourself, you've spent years preparing for the day you do. Your thoughts are consumed by the strategies, dangers, and rewards that lie within these magical spaces. You are focused on **survival, strategy, and combat**.

Small Village

You grew up in a small village such as Pucklechurch or Traegs Knob, where life was slower but richer in magic. Small Village life exposed you to the arcane in a subtle, consistent way—whether through an innate connection, with a youth spent chasing will-o'-wisps, or through dedicated practice from needing to create your own opportunities. You embrace small-town simplicity and the power that can be found in slow, deliberate practice. You are focused on **magic, patient growth, and craftsmanship**.

Townie

You come from one of the myriad towns scattered across the world, and your background is the most diverse of any origin. Perhaps you grew up in a family of dungeoneers, attended a seminary, or dabbled in a few different magical paths, but whatever the case, your town life taught you to adapt. You are focused on **versatility, the gods, and interpersonal relationships**.

Big City

You hail from a bustling urban center like Dondrian or another major city. In the big city, you learned to stand out in the crowd, developing unique skills and talents that set you apart. Whether in the performing arts or a more obscure skill, you've become a specialist. You are focused on **skills, standing out, and playing a unique role in a group**.

The Wilds

Your life has been spent primarily in the wilderness, whether that was in the wild or on the roads between settlements. You've learned to survive on your own, whether by befriending animals, living off the land, or approaching a new town with a friendly face. Life in the Wilds requires balancing isolation with civilization, and you know how to thrive in both. You are focused on **Nature, travel, and balance between wilderness and society**.

Race

You can choose your race freely whether you're human, dwodo, Feli, Bastlefolk or even something stranger as long as it doesn't provide too big of an advantage. Those who choose Bastlefolk can either have a bonus +100CP or pay 100CP depending on the strengths and weaknesses they possess.

Perks

Origins get one of their 100cp perks for free and the rest are discounted to 50%.

General [Undiscounted]

Weapon Proficiency [100 CP]

You are proficient in one kind of weapon be it sword, fist, bow or anything else. This perk can be purchased multiple times.

Crafting [100 CP]

You possess skill in a particular mundane craft, whether it's woodworking, blacksmithing, pottery, leatherworking, or another mundane craft. Your expertise allows you to create quality items in your chosen field. This perk can be purchased multiple times.

Party and Guild [200 CP]

In future worlds, you'll retain the ability to use the magic that allows Parties and Guilds. This

lets you connect five individuals, allowing silent communication through a shared channel. Parties can explore dungeons together and use beneficial magic on each other, even at a distance.

Guilds act like a mental forum, where members can post messages and comment on others, with updates every morning. You'll carry these magics into future worlds, with the ability to start a party or invite and moderate your own guild channel.

Party Bonds [200 CP]

Your presence enhances the effectiveness of any party you're in. Communication improves, conflicts are less intense, party members jokes are funnier and their foibles are less annoying and you all work much more synergistically in combat.

Hex [400 CP]

In this world, the landscape is divided into hexes. Within a hex, people have access to two key types of magic: Warp, which allows teleportation from anywhere in the hex to its centre, and Voting, which enables the election of individuals to civic positions that grant them knowledge over specific domains within the hex.

In future worlds, you'll be able to designate an area as a hex, granting you and anyone you teach the ability to warp to its centre. You'll automatically become the hex master and can appoint people to the other civic positions. If you choose, the hex can become public, allowing anyone within it to vote on roles instead. While in this world, you can access information while within a hex as if you held one of these roles (chosen when selecting this perk).

Hexes are 12 miles across from side to side, 14 miles from corner to corner, with an area of approximately 125 square miles.

Ealdry [400 CP]

You possess knowledge of the lost (or found) magic of Ealdry, the magic of copying. When you craft something with your own hands and deep understanding, you can infuse it with Ealdry's power. This magic works poorly with other forms of magic but integrates well with mundane crafts. You can reliably infuse a few copy charges into your creations. For example, the masterwork sword you crafted over the course of three months using rare materials can become four identical swords with just a tap and intention. Simpler creations, and those you understand thoroughly, can hold even more charges.

This is about Dungeons [600 CP]

In future worlds, you'll still have access to dungeons—magical demiplanes whose forms are generated based on the surrounding geography, the party that enters, and various other unknown factors. These dungeons will be distributed across future worlds as if each hex contains one, but they won't have a physical presence and will only be accessible by you and those with you. While in this world, you'll be able to revisit each dungeon a second time, with a new dungeon being generated each time.

Additionally, if you take this perk with *Hex*, you'll be able to spread this magic across the entire

world, causing the world to be invisibly divided up into hexes with dungeons able to manifest physically one per hex. This ability to grant the world access to magic also applies if you've purchased *Party* and *Guild*.

Laundoncraft [600 CP]

You possess knowledge of the lost (or found) magic of Laundoncraft. At its most basic level, this magic allows you to expand the internal space of objects, making them bigger on the inside. More advanced uses include creating pocket spaces or interconnected areas where one space serves as a 'feeder'—storing objects—and another as an 'eater,' where you can summon and dismiss those objects based on your intent.

Chrononaut [2000 CP]

As a Chrononaut, you can relive your days either by choice or if you are killed. You start with one reset available each day. Using additional resets will result in a unique illness specific to Chrononauts, which is worse than most mundane flus. If you use resets beyond this limit, the illness could be fatal. Over time, your ability will improve, with some Chrononauts able to repeat days up to six or seven times. This is an incredibly powerful ability and you should be careful who finds out about this if you're a drop in. Remember, they'll come for you at the witching hour.

Dragon [2000 CP]

As a dragon, you are a rare and solitary creature, and finding others of your kind may be nearly impossible. You are tough, magically resistant, capable of flight, and can breathe magical fire that surpasses most defenses. You can shapeshift between a large dragon form of your chosen color and a human form, retaining your dragon abilities while in the human form. The true magic of dragons lies in your second heart, a metaphysical construct that connects you to your own living demiplane. This plane is an extension of yourself; if you die, the magic of this demiplane will also cease. You are the sole conduit between this plane and the physical world.

Within your demiplane, your control over the natural world surpasses that of any druid. The plane is approximately the size of a hex, with its boundaries becoming increasingly unstable beyond this area. These outer regions, known as The Wildlands, are ever-shifting and change when not directly observed. Despite this, the environment is more stable than the chaotic dungeons, resembling other worlds with stable ecologies and histories. As a young dragon your Wildlands will be particularly dangerous.

The Wildlands contain dangers and entads, though not as perilous as those found in dungeons. Through exploration, you will discover ectad materials that stabilize your surroundings, allowing you to gradually expand your territory.

Dungeoneer

Honorable [100 CP | Discounted for Dungeoneer]

You project an aura of honour, trustworthiness, and integrity. People are naturally inclined to

view you as reliable and just, and they will generally trust you unless you provide concrete evidence to the contrary.

Planning [100 CP | Discounted for Dungeoneer]

You can create detailed mental plans for any task you focus on, easily recalling your flow charts of "if X happens, do Y." While this doesn't inherently improve the quality of your planning and requires you to spend time devising strategies, you'll be able to remember your plans even in high-pressure situations, such as what to do if you get acid on you.

Dungeon Sense [200 CP | Discounted for Dungeoneer]

You possess an instinctive understanding of dungeon geography and the creatures within. You can accurately gauge the strengths and weaknesses of monsters you encounter. Additionally, you have a strong sense of direction and can intuitively grasp any unusual rules or effects present in a dungeon.

Improvement [200 CP | Discounted for Dungeoneer]

You possess the mental flexibility and humility to continuously grow and improve. Whether refining a skill like woodworking or striving to be a better friend, you can pause to reflect and assess how you might improve or readily accept constructive criticism.

Kineticist [400 CP | Discounted for Dungeoneer]

Your body is adorned with magical tattoos that can absorb and release kinetic energy. This power allows you to absorb and unleash strikes with much greater force than a normal human. In combat, you move quickly and strike powerfully, able to launch yourself in and out of fights. However, each tattoo has its own energy pool, so excessive use in a short period can deplete the energy in one area unless you absorb more. Additionally, you absorb energy most effectively with your tattoos exposed; cloth dampens the effect, and steel armor significantly reduces your ability to absorb kinetic energy.

Combat Training [400 CP | Discounted for Dungeoneer]

You are proficient with all common weapons and many uncommon ones. You can intuitively understand any new weapons you encounter and develop training katas to enhance your skill. In combat, you excel in almost every aspect. You are exceptionally fit, alert, tough, fast, and strong, maintaining a level head in stressful situations and possessing a high pain tolerance.

Alienist [600 CP | Discounted for Dungeoneer]

Through dangerous rituals, you have bound an alien entity from beyond the physical world to yourself. This entity remains inert most of the time but can be activated to release its power. When active, it manifests as a colored, tangible aura with its form being chosen upon selecting this perk, typically taking the form of a floating ball of tentacles that lifts you above the ground and enhances your mobility, offense, and defense.

Unlike most alienists, who face risks each time they activate their bindings and must reseal them every six months, your connection is stable and poses no risk when activating or

deactivating your powers. With such a secure binding, it is nearly impossible for any sorcerer to interfere with or release the magic surrounding you.

This is a powerful ability, but its growth is limited unless you undertake significant risks.

Entad Specialist [600 CP | Discounted for Dungeoneer]

While all who delve into dungeons use entads, your connection to them is uniquely deep. You handle all types of magical items as if they were extensions of your own body, effortlessly switching between items and abilities. You can find synergies and uses for items where others might see only useless oddities. You can recognize entads on sight and can estimate the uses of new ones through a subtle Qymmic inspiration, gaining more insight into their limits as you study them.

Your bond with entads strengthens over time. Through meditation, you can absorb the unique magical energy from unwanted items, rendering them useless but filling an internal pool of energy. This pool can be used to extend the functionality of your entads, either temporarily or permanently.

Small Village

Cooking [100 CP | Discounted for Small Village]

You possess a natural skill in cooking. While you don't have knowledge of specific recipes or techniques from this perk, you have an innate sense of which flavours and textures complement each other and how to apply heat to enhance them.

Small Village Energy [100 CP | Discounted for Small Village]

While others may need to hustle constantly, you find contentment in life's simple pleasures, such as enjoying a nice breakfast or taking an afternoon nap. You naturally appreciate the slower pace of life, finding it easier to relax, savor the moment, and reflect on what's happening in your life.

Wortier and Cobbler [200 CP | Discounted for Small Village]

You have skills and knowledge in how to make and bind books, both by hand as mass produced on a small scale. If you have any other magical powers such as being a wizard you'll be able to craft magical books, which work through different kinds of magical information manipulation. Things like being able remove text from books, copy/paste it between books, magical indexes or being able to connect to and search through other books such as those used by the entad merchants guild. This is just the start of magical books and you'll find that with experimentation there are many things that you could do with a modern day computer that can be replicated with magic books.

Alternatively, you can choose instead to focus on creating simple magical items from ectad materials. You have the knowledge and skill to make well-documented items such as glowstones, growstones, and waterstones using distilled magical essences. This choice offers a practical and repeatable application of your magical craftsmanship.

This perk can be taken a second time at a discounted rate to gain the other option.

Research [200 CP | Discounted for Small Village]

You have an excellent memory for information you've read, capable of recalling the source material, such as books or papers, where you encountered specific details. Additionally, you excel at academic writing, producing well-organized and insightful work.

Wizard [400 CP | Discounted for Small Village]

Magical stones drawn from the ground and from dungeons contain unique magical properties that wizards can harness. By channeling this magic through various magical and mundane constructs, wizards can produce a wide range of effects. While standard abilities often include applications of energy and force, such as laser beams and forcefields, a wizard's skills and results can vary based on personal proficiency, knowledge, and time invested. You possess the skill and knowledge of a freshly graduated wizard, capable of effectively utilizing magical stones and constructs to perform a variety of magical tasks.

Ectad Engineer [400 CP | Discounted for Small Village]

Glowstones and waterstones are basic applications of magical materials, but you push the boundaries of what's possible with ectads. Ectads are unique magical materials found in dungeons, such as self-cleaning stones or metals that bend like rubber. With your deep understanding of these materials and your creative engineering skills, you can develop applications and inventions that surpass the conventional uses. Your expertise allows you to harness ectads in innovative ways, limited only by the materials you find and your imagination.

War Master [600 CP | Discounted for Small Village]

War Masters specialize in creating and controlling clay humanoid figures, known as simulacrum, using a process that involves forming sympathetic connections and embedding psychic ether. These simulacrum act as extensions of the War Master's body, with their control, strength, and growth depending on the skill of the War Master and the quality of the materials used.

A beginner may struggle to control even a single golem while multitasking, but experienced War Masters, with decades of practice, can manage 20 to 30 golems simultaneously. Typically, War Masters integrate small amounts of metal into their golems and wear a helmet made from the same metal to enhance their psychic connection and control.

Sorcerer [600 CP | Discounted for Small Village]

Sorcerers can sense mana and can manipulate it producing effects based on its type. They can harness ambient mana to produce various effects, with fireballs being a common and reliable outcome due to the ease of combining different types of mana to generate heat and energy. Many of their effects reflect the inverse of specific flavors of mana present in the area. For example, in an area rich in 'growth' mana, a sorcerer might be able to shrink an enemy. While a sorcerer's effectiveness depends on the availability and type of ambient mana, and they may

struggle if there is none, they can deliver powerful and diverse effects when mana is present.

Townie

Baking [100 CP | Discounted for Townie]

You are skilled in baking and find joy in the process. Baking is a relaxing activity for you, providing both a deep sense of satisfaction and a comfortable space for contemplation. The time spent baking allows you to unwind and reflect, enhancing both your baking and personal well-being.

Heling Luck [100 CP | Discounted for Townie]

You have a knack for finding henlings that align with your tastes. While not an extraordinary form of luck, you often come across simple henlings—such as art or clothing—that you find appealing and that fit your preferences perfectly. This ability ensures you regularly encounter items that you like and appreciate.

Hardy [200 CP | Discounted for Townie]

You are notably tough and resilient, possessing greater strength and endurance than the average person. This toughness is innate rather than the result of training. Your physicality might manifest as being larger and more robust, making you naturally more durable and strong. Perhaps you were grown by a cleric of Xuphin? However, this enhanced resilience does not come with any specific combat or physical training.

People Person [200 CP | Discounted for Townie]

Whether through clerical training or natural talent, you excel at connecting with others. You have a genuine ability to empathize with people and offer insightful advice. Your skills make you adept at helping others navigate their problems, fostering strong relationships and providing support where it's needed most.

Cleric [400 CP | Discounted for Townie]

You have a connection to one of the six gods, allowing you to wield abilities related to their domain. While most clerics have some healing capabilities, your powers will vary based on the god you are aligned with. For example, a cleric of the god of Symmetry could heal a crushed hand by mirroring the uninjured hand or cause damage by transferring the injury from one hand to the other. Your connection to the god will persist and deepen with your growing understanding of their domain, strengthening your abilities over time.

This perk can only be taken for one god and cannot be taken if you have taken the perk Lost God.

Pyro [400 CP | Discounted for Townie]

Pyros have a magical connection to fire, granting them the ability to summon and control flames with precision. Many pyros sport long hair or bushy beards as a symbol of their

mastery over fire. They can create large defensive walls of fire or delicate, intricate fire flowers. Known for their capability to cause massive destruction and glass the earth, well trained pyros are among the most formidable in Inter when it comes to unleashing devastating firepower.

Lost God [600 CP | Discounted for Townie]

Turns out there are more gods out there. You have a unique connection with a god, being the sole cleric of that deity. This god is aligned with the others in that their domain is somewhat conceptual, but you have the freedom to design it. For instance, your god might be Teska, the god of paradox, who can heal by reverting someone's body to its state from a few minutes ago, or Wendl, the god of thresholds, who can transfer a wound from a party member onto a monster. Your connection to this god will always be strong, and while in this world, you'll have the ability to induct other clerics who have a sympathetic temperament toward your deity. This perk cannot be taken multiple times and cannot be taken if you take the perk Cleric.

Multi-Class [600 CP | Discounted for Townie]

You possess two distinct sets of powers, each offering specialized effects. These powers won't be as potent or versatile as some others, but they each bring unique abilities to the table. For example, you could combine the powers of a Warlock, which allows you to touch objects and lock them in place relative to their surroundings, with those of a Barbarian, who can manifest their aura through spectral fish that fly through the air and strike foes. Alternatively, you might have the abilities of a Mystic, able to summon a magical mist that you and your allies can see through, paired with those of a Dancemancer, who can build up telekinetic strikes through intricate dance moves.

The power sets are up to your own design but need to be fairly limited in scope. Additionally, you have a natural talent for combining these abilities and any other power sets you possess, creating synergies that enhance their overall effectiveness. This means that even if each power set alone has its limitations, their combined use can be more impactful and versatile than if they were used separately.

This perk can be purchased multiple times.

Big City

Womanly Arts [100 CP | Discounted for Big City]

You possess competent skill in one of the traditional 'Womanly Arts'—such as gardening, needlework, reading, music, or language. If you wish to specialize further, you can select additional skills from this category for 50 CP each.

Big City Energy [100 CP | Discounted for Big City]

You exude the energy of the big city, making it easier for you to stay motivated and engaged in various activities. Whether you're working, training, or having fun, you find it easier to keep moving forward and stay active.

Unflapped [200 CP | Discounted for Big City]

Whether through learned experience or natural inclination, you handle stressful situations with ease. You maintain a calm demeanor, whether you're exploring a dungeon or performing in a packed concert hall.

Showmanship [200 CP | Discounted for Big City]

You possess a natural flair for performance, allowing you to exude charisma with ease. Whether captivating a crowd with your presence or commanding attention in a tense situation, your ability to shine is unmatched. You can shift effortlessly between being charming or intimidating, depending on what the moment requires, making you the center of attention whenever you wish.

Bard [400 CP | Discounted for Big City]

You possess the skills of a dungeoneering bard, able to weave magic into your music to enhance abilities, emotions, or attributes. Bards are known as force multipliers, amplifying the strengths of their team. While performing, you can boost your party's skills as needed—whether increasing swiftness to outpace a fast enemy or bolstering strength to overcome a tough defense. You are proficient in a selection of musical instruments or oratory poetry, depending on your preference.

Rogue [400 CP | Discounted for Big City]

The stars aligned when you were born gifting you with an innate magical skill. You can magically sense attention and have a fairly precise senses for this. This is sensitive enough to know when just one person is observing you or to know where an opponent is going to swing their sword, however it's not overwhelming in something like a crowd or on stage being able to be tuned out like you do the noise of the crowd. You've used this ability to seek thrills and personal gain granting you skills in pickpocketing, lock picking, parkour and stealth.

Chosen [600 CP | Discounted for Big City]

There are those chosen by the gods, foretold that they are going to do great things or create great works. You are one such person, chosen by a god of your choice. At a base this greatly increases any skills received from other perks making you world class – such that you not only had a natural talent but had been relentlessly practising those skills all your life. You're also able to build on these skills, picking up things in mere weeks that would take other months and naturally phasing out bad habits.

Necrodancer [600 CP | Discounted for Big City]

You possess mastery of Necroharmonism, the forbidden magical art of imbuing skeletons with a semblance of life. A Necrodancer animates the skeleton of a recently deceased person by infusing it with necrotic energies, tethering their soul to the skeleton. This allows the skeleton to not only animate but also to potentially accessing some of the skills it had while living. Traditionally, this is achieved by dancing with the skeleton to music, specifically performing a dance the individual knew while alive. As the dance progresses, the skeleton gradually absorbs

more necrotic energy from the Necrodancer until it is fully animated and dancing alongside the Necrodancer. These skeletons can be imbued with varying levels of sentience, and multiple skeletons can be active at once, depending on the Necrodancer's skill.

Necrodancers siphon off necrotic energy from ghosts working best taking a little from many instead of consuming ghosts, think trying to drain egg whites but leaving the yolk.

The Wilds

Isolation [100 CP | Discounted for The Wilds]

While many people can manage to survive in the wilds alone, few can endure the psychological effects of long-term isolation. You have the mental resilience and adaptability to live in complete isolation without suffering from the usual negative effects such as loneliness, anxiety, or deteriorating mental health. This ability allows you to thrive in solitude, maintaining your well-being and focus even in extended periods away from civilisation.

Change [100 CP | Discounted for The Wilds]

Change can be challenging, as we often find ourselves stuck in routines or stuck living in ways that don't truly reflect our desires. You have a natural talent for embracing and implementing change, whether it involves altering your fashion choices, adjusting your behavior, or shifting your outlook on life. You find it significantly easier to make these changes, and those around you tend to support and encourage your efforts to evolve and improve yourself.

Cartier [200 CP | Discounted for The Wilds]

Your experience as a Cartier has sharpened both your negotiation skills and your ability to adapt to diverse cultures. Whether through a steely glare or a charming smile, you excel at haggling for better prices, pushing for favorable deals, and managing transactions to your advantage—even when you don't know the exact value of an item. At the same time, your travels have given you the ability to seamlessly integrate into new cultures, quickly adopting local customs and building rapport.

Roadwarden [200 CP | Discounted for The Wilds]

An occupation that has existed for centuries, though it has largely faded in peaceful times. Roadwardens had a variety of skills as their roles were to travel between remote settlements to secure tradelines and pick up tasks in remote towns such as killing dangerous monsters. You are a highly skilled hunter and tracker, trained with the bow to eliminate dangerous threats in the wilderness. Your expertise in stealth and ambush tactics make you adept at handling monsters or other dangers while remaining unseen.

Alchemist [400 CP | Discounted for The Wilds]

You possess an exceptional understanding of magical ingredients derived from plants and animals found in dungeons. While you can cultivate various plants, your true expertise lies in mixing these magical components to create potions with a range of effects. Much like fireballs are the 'stew' of spells for sorcerers, being able to be cast by them way all manner of different

magics, healing potions are your 'stew' of alchemy, though their specific methods of healing will vary depending on the ingredients used. Your skill ensures you can effectively harness the magical properties of these ingredients to produce powerful and varied brews.

Leycraft [400 CP | Discounted for The Wilds]

Leycraft allows you to harness the magical Leylines that crisscross the world, functioning like rivers of magical energy. By applying your will to touch a leyline, you can enter an ephemeral state, traveling at incredible speeds—comparable to the most advanced entads—across great distances in a matter of hours. While you can't carry others with you in this state, you have the expertise to create and pilot your own Leycraft, small metal tubes designed to transport passengers along the ley lines.

Druid [600 CP | Discounted for The Wilds]

You have a connection with the natural world as though it's an extension of yourself. Able to control the weather, sense and control animals by extending your soul into them and sense the properties of flora. This knowledge comes to you naturally without study and is a part of you.

Bastle Master [600 CP | Discounted for The Wilds]

Through a process similar to a druid's soul extension into animals, you can pour your soul into non-sentient creatures, establishing a permanent connection with them. The process requires the creature to be unconscious and takes about 30 minutes. Once connected, you become permanently linked to the creature, able to sense through it and control its actions.

This connection extends to dungeon monsters, allowing you to clear their dungeon madness and replace it with your own influence. Initially, your control is limited to smaller or simpler bastles, such as a dog. However, as your bond with the creature deepens through combat and time spent interacting with it, you'll build up a pool of internal soul energy. This energy can be used to heal your bastles, enhance their abilities, or even trigger their growth into more advanced forms. The stronger your connection, the more complex and powerful bastles you can control.

Even when not directly guiding them, your bastles will act in ways aligned with your will, similar to a well-trained dog. Initially, you can only connect with one creature, but true masters of this ability can manage up to six bastles at a time.

Items

All origins get one of their 100cp perks for free with subsequent purchases being 50% off, and all other purchases for that origin discounted by 50%.

Any entads purchased can be bound or unbound, the choice made on purchase.

All items can be purchased multiple times unless otherwise stated.

All wearable entads will have the additional power of shifting their size to fit their wearer.

General [Undiscounted]

Henling [50]

You have a small henling or group of henlings of your description. Maps of places that don't exist. Art of fruit that couldn't exist, keys to nowhere or anything else you can think of. Nothing that would sell particularly well, just something that you would find neat to look at.

Trifle [50 CP]

You possess an entad with a small, quirky ability of your own design. Examples might include a comb that turns your hair green for 8 hours, boots that let you taste through the soles, a pen whose ink lasts on skin for a week or a sword that announces the name of the body part you strike. While these abilities are entertaining, they are largely impractical. If you can think of a combination or a creative use that makes the ability more powerful, it's considered too strong.

Style Broach [100 CP]

This broach allows you to temporarily transform all your clothes, armor, tools, and weapons to share a cohesive style. The default style is white with gold trim and detailed floral and animal embossing/engraving—elegant but potentially over-the-top.

For an additional 50 CP, you can customise the style to your preference.

For a further 100 CP, the broach can change the style annually, allowing for a new look each year.

Dungeon Report Journal [100 CP]

When you touch this journal, it instantly fills with a detailed written report of the last dungeon you completed. The report is written as if you had sat down with perfect recall and carefully documented your experience over several hours. This ability can be used once per day, and a copy of the pages can be cleanly torn out, allowing you to keep previous reports even when a new one is generated.

Expression Entads [200 CP]

For each purchase, select one of the following entads:

- **Cosmetic Ring:** This ring allows you to change your eye color, skin color, hair color, hair length, and hair texture at will. Additionally, it keeps your skin and hair perpetually clean. You can make adjustments to your appearance as often as you like, ensuring you always look exactly how you want.
- **Gender Dress:** This dress allows you to transition between male and female bodies or anywhere in between, with precise control over your physical appearance. You can transform your entire body or specific parts. The dress can also change size, becoming as small as a ring on your finger.
- **Compact Mirror:** This compact mirror, when looked into, cleanses your entire body as though you've had a thorough shower, and removes blemishes. It can also save multiple appearances, allowing you to instantly apply a specific hairstyle and/or makeup look.

- **Measuring Tape:** This magical measuring tape flies through the air under your mental direction. When aimed at a person, it will take their measurements; when directed at an article of clothing, it will alter the garment to fit that person perfectly.

If you purchase this item three or more times, you'll also receive a large wardrobe. When someone stands in front of it and describes an outfit, a blue energy will envelop them. Their current clothes will be cleaned and neatly folded next to them, while the described outfit will appear on their body, perfectly tailored. These clothes don't provide any particular defense.

Food Entads [200 CP]

For each purchase, select one of the following entads:

- **Plate and Fork:** The Plate produces nutritious but bland food, while the Fork enhances the flavor, the blander the food, the greater the improvement.
- **Liquid Bowl:** A bowl that generates any homogeneous liquid, such as wine, water, or soup, without any solid chunks.
- **Skewer:** A skewer that produces a random cooked meat. Once the meat is eaten or removed, it refills with a new type of cooked meat.
- **Salt Shaker:** When shaken, this salt shaker dispenses roasted vegetables.
- **Speaking Plate:** A plate that creates a meal based on the name spoken aloud to it.
- **Liquid Lute:** A lute that, when its strings are plucked, fills a cup with a liquid—wine, water, oil, milk, or blood—depending on the string played.

If you purchase this item three or more times, you'll also receive a statue of a robed figure. Anyone within the same hex who forms a specific hand symbol will have a plate of food appear in front of them. The type of food changes every 3 hours on a 6-week rotating schedule.

Housing Entads [400 CP]

Choose one of the following entads for each purchase:

- **Lutopia 1:** Your lute can transport people and objects into a dimensional space that is a black dome, approximately 100 feet in diameter.
- **Lutopia 2:** A lute that, when strummed, transports yourself or someone you can see into a small pocket dimension. This dimension features a one-bedroom house situated on a moss-covered rocky island floating in a void. The house includes a bed, a table with chairs, a wood-burning stove, and a fitted water stone. The dimension has its own day/night cycle. You have the option to upgrade the house as you wish.
- **Rainbow Room [400 CP]:** You possess a dial with 17 notches, each represented by a different color. When placed on a door to a room with no other entrances, exits, or windows, it creates an extradimensional space that mirrors the room but with everything reflected in the chosen color. Coloured objects within the room cannot be removed, and if the door is left open, it cannot be opened from inside the extradimensional space. The space is quite safe—if the door is kicked down or the space is otherwise collapsed, it results in a mess rather than causing any damage. Entads in the room are copied over but all charges are used up collectively or the capacity is spread out between all rooms (e.g., If you have an entad that makes time moves 17% faster and it's in the room, each room will move 1% faster).

If you purchase this item three times, in addition to receiving the items, you will also receive a

large stone connected to a 'dead' pocket dimension the size of a hex. This pocket dimension, though expansive, lacks any form of self-sustaining ecosystem and resembles a vast terrarium. The environment is static, molded by your initial design. Life cannot thrive here without support; any plants or creatures brought in will survive only as long as they are artificially sustained.

Around the edges of this dimension stand towering ectad statues that manage the ambient conditions. These statues can simulate day and night cycles, weather patterns like rain or snow, and other environmental effects, but everything remains on a predetermined loop, lacking the dynamism of a real ecosystem. The air is breathable, but has a sterile quality, and the weather, while mimicking natural patterns, lacks the unpredictability of real climates. The edge of the dimension looks as though it leads into more of the same environment, however going just a few feet past the edge is extremely dangerous as physics/reality rapidly breaks down.

Entangled Doors [400 CP]

A pair of intricately engraved wooden doors that are magically linked. Opening one door will instantly lead to the other, with a range of up to 100 hexes. You can use each door once a day with the limit being the connection only stays open for 15 seconds.

Qymmos' Book [600 CP]

This is the "Everything Book," similar to an ever-updating Wikipedia, focusing on breadth rather than depth. It provides a general overview of any world you find yourself in, detailing cultures, notable locations, major events, and important figures. The book updates in real-time as you explore, ensuring you have the latest information on anything you encounter. You can search for specific topics by thinking about them, and whenever you enter a new world, you'll receive a new copy of Qymmos' Book tailored to that world.

Chrononaut Insurance [600 CP]

You possess top-tier Chrononaut insurance, offering up to 30 uses. On days when you would have otherwise died, you will be visited early in the morning by an elderly woman. She will provide you with a detailed report on the circumstances surrounding your death, including the cause, potential contributing factors, and any relevant information she has managed to gather. The depth of the report will vary based on the cause of death, the time of day it occurred, and other factors.

This insurance does not apply in multi-day dungeons, as you would be inaccessible during such periods, and it only activates for deaths that directly involve you. In future worlds or jumps, you will retain coverage, but it will be limited to 3 uses per jump or every 10 years.

Dungeoneer

Basics [100 CP | Discounted for Dungeoneer]

This collection of essential dungeoneering tools includes a length of sturdy rope, a reliable lamp, a versatile crowbar, and other similar items. These mundane yet useful tools are designed to help you tackle various challenges and obstacles commonly encountered in

dungeons.

Combat basics [100 CP | Discounted for Dungeoneer]

This set includes a piece of mundane combat equipment of your design: a suit of armor and a weapon. The armor can range from heavy plate to comfortable cloth robes, and the weapon can be any standard choice, tailored to your preferences. This practical set ensures you have a solid foundation for combat situations, with both items crafted to suit your specific needs and style.

Dungeoneers Collection [200 CP | Discounted for Dungeoneer]

Choose one of the following entads for each purchase:

1. **Thimble Armour:** A small thimble. Over the course of half an hour it can grow across your body, covering you in an extremely light but flexible armour. It can peel off and shrink back to a thimble in around 30 seconds.
2. **Electrosword:** This sword holds an electrical charge, able to cause constant small shocks or unleash larger shocks as it strikes.
3. **Bident:** A large bident with the power to generate an amount of damaging power in direct proportion to the mass of the creature it's stabbed into.
4. **Conveying Boots:** Light and comfortable boots that allow your steps to cover more distance and ease your feet. Good for long distance walking or quickly repositioning.
5. **Shifting Silver Armour:** Can flow onto a held weapon like liquid, encasing it and granting it additional weight and mass without it weighing anything extra for you.
6. **Buckler:** A medium metal buckler. Absorbs half of the force of a blow when struck. Can release the force back out as a wave.

If you purchase this item three times, you will also receive a **Necklace**. You can store one outfit including entads, weapons etc. in the necklace at a time. One touch you'll instantly swap what you're wearing with the stored outfit.

Ring of Echoed Strikes [200 CP | Discounted for Dungeoneer]

This ring can be activated to cause phantom limbs to strike the same place the wielder's limbs struck a few moments prior. Only works on limbs not weapons.

Plate Armour [400 CP | Discounted for Dungeoneer]

Large bulky armour that makes you look somewhat like a pinecone when you wear it. You can exert telekinetic control over each individual plate allowing for better defence or even something of a weapon.

Claw Sword [400 CP | Discounted for Dungeoneer]

This sword can meld into your arm, with its blade splitting into three parts that fuse into your arm, transforming it into claws. The rest of your arm becomes extremely tough and covered in hair. While in this state, your attributes are significantly enhanced, particularly your toughness, allowing you to withstand hits much stronger than those a normal human could endure.

Manikin necklaces [600 CP | Discounted for Dungeoneer]

A pair of connected entads. When you wear one necklace and place the second on a manikin, you can dress the manikin in entads. This allows you to gain the benefits of those entads without wearing them yourself, effectively letting you wear a second set of entads. This effect extends across dimensional boundaries, including within dungeons.

Oeyr [600 CP | Discounted for Dungeoneer]

This belt constantly heals its wearer by rapidly accelerating the body's natural healing processes, similar to the healing of Oeyr. While the healing is effective and works better than normal natural healing, it will leave scars but ensures no lasting damage.

Small Village

The Anyspoon [100 CP | Discounted for Small Village]

A shapeshifting spoon that can transform into any type of spoon, from teaspoons to ladles.

Mana Glass [100 CP | Discounted for Small Village]

A tool commonly made by wizards. When you look through this glass, you can see the presence of mana. It can be shaped as a shard, glasses, or a monocle, depending on your preference.

Magical Crafter Collection [200 CP | Discounted for Small Village]

Choose one of the following entads for each purchase:

1. **Mana Stone:** Typically acquired by wizards for their work, a mana stone is a 20-30 pound stone filled with raw mana, accessible only to wizards. Your mana stone regenerates its magic at the start of each week, providing a steady supply of mana for your magical endeavors. While this mana stone offers more energy than most beginner wizards could use, as you grow in power, you may find yourself needing additional stones to support your increased magical demands.
2. **Clay Vase:** An earthen vase that refills every morning with soft, loose clay. While the clay is mundane, it is particularly suited for creating War Master golems. If a small amount of blood is present in the vase before it fills, the resulting clay will have an extremely strong sympathetic connection to the war master, making it highly effective for crafting powerful golems attuned to their creator.
3. **Cobblers Alembic:** The creation of basic magical items, such as water stones, often involves the challenging process of siphoning out magical essences from ectad sources. This entad Alembic simplifies that process. It takes the form of a large vat on a stand, roughly the size of a keg, with a tap at the bottom. When magical material is placed inside, the Alembic automatically converts it over time into a malleable liquid form that can be easily siphoned out and stored for later use. This makes it invaluable for crafting magical items that require precise manipulation of magical essences.
4. **Book:** A very well made leather bound book of a few hundred pages. It carries in it regenerating magic of Ealdry allowing you to make a copy of it once a day. The copies don't carry this magic of Ealdry.

If you purchase this item three times, you will also receive an additional Mana Stone with special properties. Once a month, you can attune this stone to a different flavour of magic, allowing it to serve as a portable source of magic for a sorcerer or as a constant source of distilled elemental essence from the Alembic (unlike other magical materials, it will not be broken down while in the Alembic). Alternatively, it can be attuned to emit a wizard's magic like a regular mana stone or a War Master's psychic resonance, making it a versatile tool for any magical crafter.

Handy Toolbelt [200 CP | Discounted for Small Village]

A toolbelt that can temporarily generate a wide range of crafting tools when needed. Whether you need a hammer, wrench, or saw, this belt can create the necessary tool for your task. The tools are functional but only last for a limited time before they vanish, ensuring you always have whatever handheld tool you need without the burden of carrying extra equipment.

House [400 CP | Discounted for Small Village]

A mundane home of excellent make that is an exact copy of Mizukis home in the story without any of the wear and tear. Three stories tall, and with a cellar it's perfectly sized for an adventuring party to live in. At the start of each jump including this one you'll either choose to have this home connected to your warehouse or you'll receive a one time use magic item that will let you place this house wherever you want.

For an additional 200 CP discount-able, your home will have everything strapped down and be fitted with 6 metal pillars that extend into magical legs that can stably go up to 30 feet high off the ground, allowing the house to walk with mental control.

Helmet of Flight [400 CP | Discounted for Small Village]

An open-faced plate helmet with a strap and wing designs over the ears. This helmet allows the wearer to fly or float, imparting a sensation of weightlessness.

Dreamcatcher Necklace [600 CP | Discounted for Small Village]

When sleeping while wearing this necklace you dream half aware dreams in a mental realm of magic. Though like in many dreams you are not in full control of yourself and will feel more like you're watching yourself. While dreaming you'll be able to test out designs, practice with different flows and flavours of magic safely. This is a strong tool for training and experimentation though without any control on what is practised or experimented.

Bixzotls Alembic [600 CP | Discounted for Small Village]

When distilled magical essence is placed inside the main chamber it will slowly drip out into the secondary flask over the course of a few days. This process produces double the amount of magic essence that was placed inside without any dilution.

Townie

Marble Pair [100 CP | Discounted for Townie]

A pair of marbles, one of which can 'call' the other, causing it to vibrate. When answered, a lifelike moving tattoo will appear on the inner forearm or wrist of each person holding a marble. Sound will also be relayed through the marbles, enabling communication between the two marbles' users.

Holy Book [100 CP | Discounted for Townie]

Each of the gods has a book purportedly written by them. By selecting this item, you will receive a copy of each book corresponding to the gods you have chosen through other perks, such as Cleric or Lost God. Reading these books will deepen your connection to each of the selected gods.

Pious Entads [200 CP | Discounted for Townie]

- **Qymmos Orrery:** An Orrery with six arms. Flicking an arm while looking at somebody will engage the orrery. It'll stop spinning with one arm directed towards them indicating a prediction about that person. The arms are dishonesty, patience, ambition, courage, creativity and fear. This prediction isn't perfect.
- **Oeyr Ring:** Wearing this ring grants you the ability to toggle an alternate mode of vision on and off with a thought. When active, you gain x-ray vision for living beings, allowing you to see their blood vessels, organs, and other internal structures.
- **Bixzotl Sword:** A sword that when you tap the hilt it can repeat the last strike it caused.
- **Garos Bracers:** Copies the physical strength of one half of the body over to the other half, adding it on top. Causing the wearer to have double their original strength if uninjured.
- **Xuphin Salt Shaker:** This salt shaker when filled with anything small, granular and food related can endlessly pour it out when shaking it. Currently filled with salt but can be filled with sugar or anything else that fits the requirements.
- **Kesbins Lamp:** Light from lamp cleanses and cleans. Removing pollutants from water or food and removing grime from anything.

If you purchase this item six times you'll also receive a **hexagonal amulet** that you can use to infuse a person with divine inspiration, granting them a strong connection to one of the gods as a cleric. Neither you or they can choose which god, it'll depend on their temperament. You can do this once every ten years.

Pregnancy Entad [200 CP | Discounted for Townie]

A large clear egg. When two people place a hand on the egg and say a key word, it infuses the egg with their genetic material. Over the next nine months, a baby will grow within the egg, with its needs magically met. The baby will be genetically and biologically the child of both parents, regardless of their gender.

Inheritance [400 CP | Discounted for Townie]

You've inherited one or more entads. You have an item stipend of 400CP that can be spent on any item other than Townie items. If you spend this stipend only on items worth 200CP or less you can get one additional item worth 100CP or less.

Shield [400 CP | Discounted for Townie]

A large metal shield that can make force copies of itself anywhere you can see. It's toughness and ability to hold in place will be somewhat equivalent to your own strength.

Garos Earrings [600 CP | Discounted for Townie]

A pair of earrings that when worn, allows their wearer to reflect all damage done to them back on the attacker. This ability doesn't save the wearer from harm just copies the damage back on the attacker. Though this can be mitigated. If the wearer is in heavy plate and the attacker is unarmored the attacker will be much worse off.

Drafter's Tome [600 CP | Discounted for Townie]

A large, enchanted tome that floats beside you when activated, granting access to the magic of Cards. The tome holds a deck of 60 magical Cards, each capable of casting spells such as elemental blasts or setting magical traps. When activated, the tome draws 4 Cards at random, which can be cast in rapid succession. During combat, it continues drawing one Card per minute, stopping once you hold four Cards. If deactivated or the deck is exhausted, the tome becomes inert for 24 hours, during which you cannot activate it again. While the tome is active, you cannot access most other forms of personal magic.

Your starter deck contains extremely weak and inconsistent Cards, but when delving into dungeons, you can find new Cards like regular entads, allowing you to upgrade your deck.

Big City

Flute [100 CP | Discounted for Big City]

This flute isn't ideal for music, but when you hold it, it grants you extra fingers on both hands. These additional fingers feel natural and allow you to use your hands comfortably and effectively.

Small Hourglass [100 CP | Discounted for Big City]

This small hourglass grants you the benefits of 30 minutes of sleep once a day. To activate it, you need to be in bed, and the effect is instantaneous. It will always leave you feeling at least a little refreshed.

Lutes [200 CP | Discounted for Townie]

Choose one of the following entads for each purchase:

- **Cloaking Lute:** This lute creates armor on your body based on the music you play. The color, style, and quality of the armor depend on the tune. The armor lasts until removed, and vanishes once taken off.

- **Danger Lute:** This lute automatically plays music when it senses you are in danger. It reacts to intent, so if a dungeon monster notices you, it will start playing. However, it won't react to environmental hazards like poison-filled air or traps.
- **Acute Lute:** Each string enhances a different sense, and playing a string more times further enhances that sense. It allows for magical sight, but be cautious—over-enhanced senses can become painful.
- **Handy Lute:** This lute can be played without using your hands, as long as it is on your person.
- **Substitute Lute:** This lute can shapeshift into different instruments while maintaining a similar style.

If you purchase this item three or more times, you will instead receive one lute with all the abilities of all purchased lutes, not just the lutes here. This lute's abilities can be toggled on or off, is practically indestructible, can be summoned and dismissed to its own pocket space, and makes bardic magic less taxing to use. Additionally if one of your lutes is 'Handy Lute' it can be played while dismissed with the sound coming from your entire body.

Map Table [200 CP | Discounted for Big City]

A table, four feet by six feet, covered with a detailed map nearly to the edges. The scale of the map is approximately twelve by eight miles, covering most of a hex. The map features bumps to represent hills and square markers for buildings, providing a clear topographical and architectural overview.

Symbiotic Masks [400 CP | Discounted for Big City]

This is a set of 5 masks with one set apart as the Conductor Mask and the other four as the 'Orchestra'. When the Conductor Mask is worn alongside any number of your party wearing Orchestra Masks, a temporary symbiotic link is established between the conductor and the wearers of the Orchestra Masks. You can transfer abilities, skills, damage, or even physical traits between yourself party members. This ability is best when used with just one point of transfer, eg. You transfer your durability to somebody else. But can be used with diminishing returns eg. You transfer your fighters strength to yourself and then transfer your strength to your wizard. The link is dependant upon the conductors concentration, but the mask allows for some wild strategy shifts by redistributing strengths where they're most needed.

Skeleton Bodyguard [400 CP | Discounted for Big City]

You have a skeleton animated with Necroharmony attuned to your soul, they are just below sentient and don't count as a member of a party. They are very large and adorned with totally obscuring plate armour and a sword and shield. Their primary focus and goal is to protect you. They're quite good in doing things directly related to that, combat, keeping watch etc. However anything beyond this scope becomes increasingly difficult for them. They have a naturally regenerating pool of necrotic essence holding them together and regenerating them. If you are a Necroharmonist you could work on this skeleton to try and improve it, however be warned much more aware and this skeleton would awake to full sentience and count as needing to be a party member to enter dungeons. They are also fueled by a fairly strong

regenerating pool of energy and could be used as a battery powering many other weaker skeletons if that's what you're into.

Xuphins Grandfather Clock [600 CP | Discounted for Big City]

A huge ornate clock standing at 7 feet tall. Creates a pocket of sped up time within a 40 foot bubble around itself. Times moves 50% faster in the bubble.

Fully Armed Ship [600 CP | Discounted for Big City]

A large ship featuring ample storage space below deck, a room with six hammocks, and a small office. The ship responds to your mental commands, generating up to hundreds of wooden arms that can perform various tasks. These arms can be used for a range of functions, including navigating on dry land, paddling through water, repairing the ship, or defending against intruders.

The Wilds

Weather Necklace [100 CP | Discounted for The Wilds]

A necklace shaped like a water drop. It offers partial protection from the elements, keeping rain or snow off you. Additionally, it moderates the temperature around you, making it feel up to 10 degrees more comfortable.

Root Lute [100 CP | Discounted for The Wilds]

A lute that, when played to a plant once a day, accelerates its growth by about a week.

Bastle [200 CP | Discounted for The Wilds]

You have a Bastle, a magical creature commonly found in dungeons. For this price, it is about the size and power of a house cat, such as a Herb Dragon.

For an additional 200 CP (discountable), your Bastle will be stronger, akin to the creatures a first-elevation dungeoneer might encounter in a dungeon.

Travelers Collection [200 CP | Discounted for The Wilds]

Entads useful for a traveller. Choose one of the following entads for each purchase:

1. **Object Storage Book:** A large book with hundreds of pages. When you press an object smaller than the page against it, your arm will continue into the page, leaving the object behind. The page will then display an image and a brief description of the object. You can later retrieve the object by reaching into the same page.
2. **Teleporting Dagger:** A dagger that can teleport the last person who cut themselves on it to the dagger's location once per day. The teleportation is instantaneous and works up to 100 hexes.
3. **Wardrobe Portal:** A wardrobe with a dial featuring six notches. Opening the door reveals a portal to a random place in an adjacent hex, depending on the notch setting. This can be used up to 66 times per day.
4. **Passenger Gem:** This green gem hanging from a necklace can store one person at a

time, they can see and hear out of the gem but feel as though their body is frozen in green amber. They can let themselves out at any time.

5. **Money Glove:** A simple black glove that can store any amount of currency as you would like in a weightless pocket dimension but nothing else.

If you purchase this item three times, you will also receive a **Walking Chest** that follows you around. The chest's interior is very shallow, going down only a few inches, but can be pushed down further as if the bottom stretches. This allows the chest to store a vast amount—up to 800 short tons—without increasing its external weight. The chest has an internal protection effect that prevents anything inside from being crushed by objects above it, ensuring delicate items remain safe regardless of how much weight is added on top. The chest's clawed feet are sturdy and enable it to follow you wherever you go, rapidly traveling long distances to catch up to you, making it a perfect companion for travelers needing reliable, portable storage.

Bottled Garden [400 CP | Discounted for The Wilds]

This is a glass jug with dirt filling the bottom half. A seed placed inside the jug will grow into a miniature tree or plant over the course of a week. When the lid is removed and the jug is shaken, the plant inside is destroyed, and a full-sized harvest from the tree or plant will pour from the bottle.

Time Slow Bow [400 CP | Discounted for The Wilds]

This bow creates an invisible sphere with a radius of about ten feet around you whenever you fire an arrow. Time within this sphere slows to a crawl, allowing you to walk alongside your arrow as it travels through the slowed-down time bubble. While time within the sphere is slow, interactions with the world outside remain normal. This means you can fire multiple arrows in the time it would normally take to shoot one, as the sphere moves with the arrow.

Commute Lute [600 CP | Discounted for The Wilds]

This lute can transport the player to the nearest warp point. If the player is within 20 feet of the nearest warp, the lute can instead transport them to an adjacent hex warp point, depending on which string is played. It has a usage limit of 100 times per day.

Kesbins necklace [600 CP | Discounted for The Wilds]

A necklace that removes most biological needs such as eating, breathing, sleeping, defecation etc.

Companions

Companions can purchase more companions.

Companion Import/Creation [50 CP]

Import or design companions matching your description. They each get a background and 600cp to spend on perks or items.

Party [0 CP]

At the end of this jump you may take anybody you are partied with along with you on your chain as companions.

Counter Party [200 CP]

A small group of followers that can handle many of the mundane sides of adventuring. Starts as a small group of 3 youths but will grow with you to always provide use.

Scenarios

Isekai Experience – First Jump only, must not have history in the world

You are Isekai'd into this world along with four people you know. Each of you have an origin and your CP is split evenly between all of you (Meaning you have 200CP). Any drawbacks taken are also split evenly between you all. You'll all find yourselves suddenly in a mostly empty dungeon near your chosen location, signs of battle all around but no loot, no monsters and a few charred human looking corpses... Maybe don't mention this to anybody.

Alternatively. You can take this scenario as **Isekai Experience+**. Instead you'll receive 600cp each to spend on perks and items along with an origin each. Each of you must take a different origin. Isekai Experience+ can also only be taken if this is your first jump. You're all under the effects of the drawback **Worth The Dungeon** for no additional points and you cannot select extra drawbacks.

Thresholder

You can take only one perk or item in this world. Another Thresholder will arrive either before or after you and will be somewhat matched to your power level. You will be drawn to each other and be opposed. Once one of you is decisively defeated (doesn't have to be killed) a portal will open up for both of you. If you take this portal this jump will end but the scenario will continue, with you only able to take one perk or item from each jump and having to combat another Thresholder in each world you go to. If you don't take the portal another Thresholder will arrive every 5 or so years.

The Settlers

Through an unpredictable magic phenomenon, shortly after the formation of The Settlers party and before their first dungeon, you will be struck by a magical energy that will link you as the sixth member of The Settlers. Alfric will be VERY excited as this is a super rare phenomenon that can't be forced and is one of the only ways to go beyond the five people in a dungeon cap.

Drawbacks

Self-Insert [+0]

So you want to be one of the Named characters huh, well if you take the appropriate background, race and skills as closely as possible then you are free to go in as any character you would like.

Another Universe [+0 CP]

Feel free to use this jump in any other setting.

Supplement [+0 CP]

Combine this jump with another jump document with the world being either fully this world, that world or a fusion of the two together. CP pools are separate to each jump document.

The Technique [+0]

The Editors were just a little tighter in their editing of the world and The Technique can no longer be developed. The Settlers will find themselves doing much more typical dungeons.

Extended Stay [+0 CP]

You can choose now to extend your jump beyond the ten years, this can't be changed later.

Junior League [+100]

You're age is no longer free choice. You are 12 years old and all of your purchased perks and items have to be earned. With diligent effort you'll reach your full strength at 18.

Ad Read Continuity [+100 CP]

Congratulations you're now non-cannon! Every few months one of your friends (defaulting to Mizuki if she's around) will come to you and break the fourth wall to advertise books by Alexander Wales. This won't last too long and will only happen while you're in 'downtime' but it makes everybody involved very uncomfortable about the nature of reality.

For an additional +500 CP your reality will only exist as long as more ad reads are going to happen. If you're not interesting or garner enough attention (something you won't actually be able to track) the whole world will collapse and you'll jump fail.

Brick [+200 CP]

You're a bit of a brick. You can't help but engage in 'disclosure' about anything and everything. Even if you're not a Chrononaut you'll find yourself compelled to disclose secrets people have told you, gossip you've heard about people or even thoughts you have had about people.

Flirt [+200 CP]

You're a bit too much of a flirt even when you shouldn't be. On top of this you're the kind of person that would find it easier to go on a few dates with somebody you don't like instead of dealing with the confrontation of saying no, even though this will end up blowing up in your face.

Devout [+200 CP]

You're a devotee of one of the gods, finding yourself compelled to spend a lot of time devoted to their ideals. If it's Garos, the god of symmetry you will feel uncomfortable until you're symmetricalised and even then you'll spend a fair amount of time each day making yourself symmetrical, making your food look symmetrical and eating it symmetrical, thinking about the symmetries between things in your life, that kind of thing.

Overbearing Mum [+200 CP]

Even if you're a drop in this will be a mother like figure that you meet soon after arriving. You have a mother that wants to control every aspect of your life and has strong opinions on how you should do everything. If you're a dungeoneer this person may want to talk through every dungeon you do while saying every decision you made was wrong, force you to purchase entads that can record what goes on in the dungeon so they can watch it on repeat... That kind of thing. You'll feel compelled to go along with them and to be honest some of the focus and pressure will make you better. If you try to go against them you'll feel incredibly guilty that can't be mitigated by any perks.

Culture Shock [+200 CP]

You don't fit in and everybody -including you- knows it. You'll never really fit in or be able to fully embrace your not fitting in. This will grate on you your entire time here.

High Variance [+200 CP]

Any dungeons you delve will almost always be on the high end of danger for whatever your elevation level is.

Bad old days [+200 CP]

Forget about starting anytime, you're starting 500 years prior to the start of the story. Clerics of different gods rage religious wars against each other, monsters roam the lands leaving places between towns unsafe, sorcerers and wizards fight on the streets

Five Hundred Dungeons [+200 CP]

During your time here you have to complete wipe 500 dungeons, you'll get a sense if a dungeon was a complete wipe once you leave it. If you don't complete this by the end of the jump it will count as a jump-fail. It's possible that you would do this many dungeons during your time here anyway but remember, it doesn't matter how strong you are as dungeons scale to your power level and will always be a risk.

Chrononot [+400]

On your arrival across the world Chrononaut powers will stop functioning. In some ways this may be a relief as for many the idea that there are people out there living their days over and over again is terrifying. However in Inter, Chrononauts are the first line of defense against most natural disasters and tragedies.

Evil Ex [+400]

Maybe not an ex, but there is somebody that has the same powers as you that is horrible and also in love with you. They express this in a fairly unhealthy way and are just generally a person you really don't like. Over time they are going to escalate so one way or another you're going to have to deal with them. For an additional +200 they are a Chrononaut

Edited [+400] (+500 if taken with Isekai Experience)

You have no **Out Of Context** items, powers, or warehouse. If this is your first jump then enjoy this as a freebie.

Jump the Shark [+400]

During your time here all of the interesting things going on behind the scenes in this world will happen. The Editors will make active changes to the the laws that underpin this reality, the barrier storms will collapse, the spirit gates will close and nations will break out into war. Unlike the 'Worth The Dungeon' Drawback, you won't have to be directly involved in these things but they will be going on and making the world a much more dangerous place.

Thresholder [+600]

You may only have one perk or item active during this jump from each jump you have completed. During your time in this world Tresholders from across the multiverse will arrive with powers of a similarly matched in power level to your own. They will oppose you in some way so that cooperation is not an option and they know their goal is to defeat you. The timing of this isn't fully predictable but most won't hang around for more than 3 months as they gather power from this world before they try to force a final confrontation with you.

Dungeon Escape [+600]

The boundaries of dungeons have just become a lot less firm all across the world. This can be offset by people frequently delving dungeons but there are an awful lot of dungeons in out of the way places or in the middle of the ocean and a dungeon that hasn't been done in over a month will have a dramatically increased chance of dungeon escape. Most monsters escaping dungeons will be lone threats, but some will pose other dangers such as ecological damage, fast reproduction, intelligent groups of monsters or any other kind of threat dungeons could generate. The world and travel has become much more dangerous.

Bastlefolk [+600]

A Particularly unlucky dungeoneering party delved a dungeon with a fully formed city of Bastlefolk. These particular Bastlefolk take the form of strange insect creatures with a strict hierarchy lead by an all powerful queen. After much interrogation of the party that delved the dungeon they have learned all they can about Inter and decided they want to exist outside of the dungeon in which they were created. They are thousands strong, reproduce incredibly fast, have unique magics unseen on Inter as well as many many powerful entads. They will consume and expand faster than anybody could expect and the other nations and groups in

the world will consider it 'Inters problem' until it's far too late.

Facade [+600]

This may seem like a lovey world that is almost a utopia but that's just what **They** want you to think. Oh no you already know too much and **They** have noticed you... Good luck.

Three Thousand Six Hundred and Fifty [+1000]

During your time here you have to full clear at least three thousand six hundred and fifty dungeons. This adds up to a dungeon a day and you're not allowed to extend the duration of the jump in anyway. You'll get a sense if a dungeon was a complete wipe once you leave it. If you don't complete this by the end of the jump it will count as a jump-fail. Remember it doesn't matter how strong you are as dungeons scale to your power level and will always be a risk.

Deep Dive [+1000]

This whole jump is a deep dive simulation power fantasy from a rather unpleasant person taking a vacation from heaven. The only two 'real' people in this world are you and them with everybody else in the world being a character acted out by a god. A lot of crazy shit is going to happen similar to what would happen with the Worth The Dungeon drawback but the focus will be on this other person, this person will easily win all of their confrontations. At some point during the jump they're going to become aware of you and they are going to be delighted with the idea that they get to hunt and kill a real person. Whatever powers you have they'll be at least a little stronger and seem to be able to pull new powers out of their arse.

Looking Glim [+1000]

Remember when I said this setting was a semi-utopia? Not anymore. The barrier storms have collapsed and it turns out the barrier storms at the edge of the world were holding back a a horrible apocalyptic magic. All across the world Darklings spawn, creatures of porous inky black bodies that often mimic the shapes of animals or monsters that can reform from wounds and can only be killed by causing enough damage they can no longer reform. They form as savage endless waves battering against civilisation with a single minded goal of destruction. It's not totally the end, some people will figure out that they can collect the 'hearts' left behind from the destruction of these creatures to create lanterns which shed their magical light to ward away darklings at around the size of a small town.

Worth The Dungeon [+1000]

You've gained the attention of a being far beyond the power of anything in this realm known as The Dungeon Master. Through foresight, time travel, reality warping and more they will shift the world around you to keep things interesting. You'll be forced through endless narrative cycles of escalating conflicts. No town you visit will be without a mystery, no mentor will be left unslain and no matter how hard you try to refuse the call, adventure and conflict will find you. Any abilities that you have that are too powerful or allow you to solve problems too easily will be Excluded from the world. It will be interesting but there is no reward at the end except

surviving and losing the attention of The Dungeon Master. This drawback can reproduce any of the other non-personal drawback effects into the world even if you haven't taken them.

Decisions

You have three choices ...

Go to next Jump

Continue onto the NEXT GREAT ADVENTUUUUURE!!!!!!

Stay

Stay and enjoy your current life.

Go back

Tired of your travels and want to rest back home, well then this is for you, grab this ticket back to your starting point and go see old friends.

Change Log and notes

V1.0 - Perfect is the enemy of good edition

Initial Jump release

You should read all of Alexander Wales' works and donate to their Patreon.

Jump design philosophy: This document started with only perks and items either directly in the story or extrapolations from things that were mentioned in passing (such as Leycraft). I hit a wall pretty quickly with this and there weren't many perks or items for each origin. I started making a few perks and items directly imported from other Alexander Wales books but it didn't feel right. I listened to an episode of the Rationally Writing podcast and the author said something along the lines of his problem with some fanfiction is it doesn't create anything new and just goes over the same stuff, so I decided to just have fun and make up some stuff that I thought would fit in the world.

I've put a note with a little bit more info or rambling about most of the created magics, I'm not going to put anything about things that are well tread in the story like Druids as the intention of this document is to be for people that have already read the story.

Future updates: I would theoretically like to make a few updates after this initial release. At minimum just some boring things like any grammar/spelling/formatting mistakes or parts that need clarification. I knew I just needed to get this out there into the world though as I made 90% of this jump two months ago. Beyond that maybe some balancing updates, updating the list of entads at the end of the document even maybe adding an extra 'track' of perks and items to each origin. I have some fun perks I would like to officially include in this document. If you read this and have any perk or item ideas for each origin you should reach out and tell me!

On costs versus power levels: Balance is hard. The idea is that the benefits of each price tier

are equal in power, if something looks strong at first glance compared to other things at it's price it's probably relatively static and if something seems a little weak then it's probably got room to grow and develop.

Civics: The positions of civic power in a hex are Structuralist, beast master, plant master, cloud master, hex master, collector and census master.

Census Masters: They can know at least the following about anybody in the hex: Name, age, gender, occupation, residency, elevation, eye colour, skin colour, hair colour, weight, height and guild status.

Chrononaut and Dragon costs: These are very expensive but VERY powerful abilities, I'm pretty sure I read somewhere that Chrononaut loops grow on a curve and that the oldest out there get up to 100 loops of a single day. Part of me didn't even want to include them in this as I'm sure some people (myself probably included) would just say 'great it's 2000 to be a Chrononaut I'll ignore the rest of the jump' but really they are just too fun to not be included.

The Technique: Without taking this drawback the plot will be as it was in cannon. Unless you have the perks Bard and Chosen you won't even have the potential to develop the technique. Even with them it's going to be incredibly hard for you to develop it without dying first.

Kineticist: Sections of tattoo with their own energy pool are each arm (including hands), each leg (including feet), torso and head. The Kineticist has a very strong offence, defence and mobility but it has to be used intentionally. Unseen strikes can kill a Kineticist as easily as anybody else.

Entad Specialist: Bound entads are much, much easier for an Entad Specialist to work with. Either in drawing in their energy or using that energy.

Wortiers: Book magic is cool. Really I think most Wortiers would be wizards, but for the purposes of this perk you just need some kind of magic. If you're not a wizard but you have other magic expect an interesting unique but potentially not useful or niche skill. An example being a Necrodancer Wortier could probably bind a ghost to a book making something similar to Voldemorts Diary in HP. Send me your ideas for this because book magic is cool.

Wizards: Wizards are really interesting and I didn't want to go too much into how they work in the perk section. The process of getting magic into a workable form could look something like:

The wizard draws magic from the manastone and channels it through a magical construct pipe (not a physical thing) into a magical construct battery. It's then channeled into a different pipe which leads to a converter, then into a different pipe which leads to your staff construct which has it's own battery which is configured to release that energy through the end of the staff when the wizard puts their will into the staff.

Ectad Engineers and Cobblers: For some reason my mind keeps going to a gun made of a wood that exerts a repelling force, creating a magical coil gun. An ectad engineer would be decked out in weapons and armour of their own creation, maybe using entads as lynchpin parts of devices they make. While cobblers are more about distilling down the magic of ectads to make simple repeatable things like glow stones, Ectad Engineers are all about finding ways to build mostly unique devices with novel solutions.

Warmaster: Inspired both by the War Masters mention in the story and by Clay magic in WTC. Creating a golem is a detailed process that takes around three months. The first 30 days are dedicated to forming an intense connection with a fist-sized 'seed' of clay. This seed is kept nearby and meditated on frequently to establish a strong psychic bond. The following 60 days are spent maintaining this psychic connection, adding clay mass, and sculpting the golem's form. During this time, War Masters continually work on new seeds each month, as the energy required to maintain the connection is minimal.

A War Master can create multiple golems simultaneously if they have sufficient psychic energy. However, a beginner can typically infuse enough energy into only one seed at a time. Despite this limitation, the ability to maintain the connection with multiple seeds allows for ongoing development and creation.

Golems can and should wear armor as they are generally as strong as a normal human. However, some types of entads may not recognize them as 'human' depending on their effects.

War Masters continuously strive to improve their connection with their golems. Weaker connections can lead to sluggish responses, clumsiness, reduced connection range, or a complete loss of control if the golem is damaged. Additionally, weaker connections can distort the information received from the golem's senses. These issues can be mitigated through various techniques, including shaping the golem's form to resemble the controller's own, enhancing the War Master's skill, and using quality materials for connections.

War Masters refer to their magical energy as psychic resonance. This energy is usually recharged through intense, exhausting meditation and by absorbing stray energy from large groups of people.

Lost God: This isn't OP, the scope of powers shouldn't be beyond any of the gods shown in story (though you do have a strong connection). The most they're affecting things should be through healing with other abilities more difficult to use.

Multi-Class: Maybe way too much freedom in this option but I think it's fun and fits what I was going for with Townie. Warlock really is the benchmark for one of these abilities, if you've made something much stronger than what a Warlock can do in story it's too strong. This is a perk for unique bloodline skills and weird blessed abilities. A class that can do one ability a few times a day is right; a class that has a pool of energy and can do a variety of things is wrong.

Rogue: The ability that comes with this perk exists as an extra sense, there is probably quite a lot of interesting things you could do with training.

Necrodancer: Inspired by a throw away idea for a magic system I read in an AW quote. Upon death, souls linger in the world as ghosts before eventually being drawn into one of the six Spirit Gates scattered across the world. Necrodancers, however, take a different approach, binding the soul of a person to their skeleton. In this process, the soul acts more as a source of energy than a conscious being—there is no true consciousness within the skeleton unless the Necrodancer uses their necrotic energy to tap into the soul, unlocking more of the deceased person's skills or aspects of their personality.

A skeleton can be animated with a limited degree of autonomy without fully accessing the soul's essence, allowing it to perform simple, repetitive tasks like cleaning. Skeletons are often

assigned to specific "roles" based on their skill scope, which increases in complexity depending on the amount of necrotic energy infused. For example, a skeleton could progress from a dishwasher to a general cleaner, to a housekeeper, and finally to a butler. However, granting any significant level of independence to the skeleton becomes risky, as this crosses a moral line—bringing the soul closer to personhood under the Necrodancer's control.

While these lower levels of animation are generally considered ethical but often frowned upon—more akin to using the skeleton as a tool or machine—things become morally dubious when the Necrodancer begins to access the deeper aspects of the soul, effectively controlling a fragment of the person. Such actions are widely reviled for their ethical implications.

The skeleton itself remains animated through the energy infused into it, but the bones are often treated with chemicals to strengthen them and prevent decay, ensuring that the skeleton remains functional for extended periods.

Alchemist:

Alchemists often don't have elaborate setups, part of how they work with magical plants or ingredients involves a small amount of internal magic from themselves as a binding agent. This means that a lot of alchemists can get along quite well with not much more than a mortar and pestle and a small pot.

Drafters Tome: This perk suffers from the fact I was playing the game Dungeon Drafters while making this jump. But I think it's fun so it stays. The Drafters Tome isn't an unknown class of entad, while extremely rare in Inter, with the tome almost never showing up in dungeons, in Kiromo Tomes show up as entads in dungeons with some regularity. However it is extremely rare for Tomes to be unbound entads with them almost always binding. With the rare unbound Tomes being passed down through families or getting scooped up by the Kiromo royal family. The cards however can be traded around and most notable Entad shops in Kiromo will be open to buying and selling Cards. There are loosely seven categories of cards, with these categories referred to by the drafter community as colours. They are:

- **Red - Elemental Damage:** Focused on raw destructive power, these cards unleash fire, lightning, ice, and other elemental forces to damage enemies.
- **Blue - Illusions:** Creating illusions, disorienting opponents or confusing them with decoys and false images.
- **Green - Movement:** These cards enhance speed, teleportation, and agility, allowing the user to move swiftly across the battlefield or dodge attacks.
- **Yellow - Traps:** Creates magical traps or hazards that ensnare, immobilize, or weaken enemies, laying the groundwork for strategic plays.
- **Purple - Debilitation:** Cards in this category sap enemy strength, cause confusion, or place curses that reduce their combat effectiveness or abilities.
- **Orange - Support:** Focused on healing, buffs, or enhancing allies, these cards provide protection, boost strength, or restore health.
- **Violet - Warp:** Cards that focus on movement of others, either friend or foe. Things like push/pull or teleport effects

Cards are also one of the few things that seems to be directly linked to 'Elevation', with some cards being unable to be cast without having reached a high enough level of elevation.

Drawbacks: In my opinion, barring a few exceptions like a 'no perks etc from previous jumps', drawbacks are not worth it. They're there to tempt a jumper into power thinking they can deal with the consequences when they're actually much worse than they appear at face value. If you've read this, enjoy your warning.

Bonus deleted perks and items in no particular order:

These aren't really officially a part of this jump. Some were replaced with up or downgraded alternatives, some were from when I was sourcing things from other works by Alexander Wales and some are good and I would have liked to fit in but were beaten out by other perks or items. If you really feel strongly about wanting one of these perks or items you can purchase perks from this section by taking the drawback **Jump The Shark** for no CP. However expect a lot more multiverse/crossover shennanigans during your jump.

Finding a party [100 CP]

If you ever find yourself alone and needing to gather together a party for dungeons you'll find it easier than you otherwise would. You could come to a small village with only a few potential candidates and you'd have a very good chance of getting all of your first choices on board.

Magic Training Book [600 CP | Discounted for Small Village]

This book is filled with information about various types of magic in the world. When you focus on the book, it will open to a page with an exercise relevant to one of the kinds of magic you practice. This exercise will help train an element of that magic you are weakest in. This could include meditation techniques, designs to draw repeatedly, physical exercises, and more.

Entad Luck [400 CP]

You have very good luck when getting random magical items. Dungeons will still be of the same level but the quality of Entads you'll find will be better and more likely to be things that you personally want. You'll also have a larger than normal chance to have entads found in Dungeons bound to you, with you being able to intentionally will this to happen every month or so.

Eelskin Boots [400 CP | Discounted for Big City]

These slick black smooth boots have a few abilities. First they trap all sound made within a few centremeters of them, allowing for perfectly silent footsteps. Their second ability is they can reorient your personal gravity towards another surface. Lastly they allow you to alter your friction across your whole body allowing you to be extremely sure footed on slippery surfaces or making your slippery so hits slip off you.

Natural [200 CP | Discounted for Small Village]

You have an innate understanding of magic, whether it's grasping the flavours of sorcerous magic or comprehending the metaphysics behind wizard constructs. You can easily comprehend how magical energies flow and interact, allowing you to intuitively understand and manipulate magical systems. This natural aptitude enables you to quickly grasp complex

magical principles, making it easier for you to learn and apply various forms of magic effectively.

Garos Earrings [600 CP | Discounted for Townie]

A pair of earrings that, when worn by two individuals—one earring per person—and when they engage in symmetrical behavior (such as a synchronized dance) for a few minutes, allows them to merge into a single composite being. This fused entity inherits the strengths of both individuals.

Warden [400 CP]

Entads aren't the only reason for a warden to delve dungeons. Your brand of magic allows you to convert corpses of slain dungeon monsters into small piles of black rubbery orbs. Each of these you consume increases your powers by minute degrees, making you stronger and faster. This progress is slow but eventually you will surpass regular human limits and unlock a 'signature' magic ability such as teleporting or changing gravity's orientation on yourself.

Mana Source [600 CP | Discounted for Small Village]

You're a well of regenerating magical energy, able to change the 'flavour' of your energy over the course of a month of meditation. This perk works best alongside another magical class, able to act as a living manastone for themselves or pumping out energy to fuel their sorcerer abilities.

Slingshot and Amulet [400 CP | Discounted for Dungeoneer]

You have an entad item pair. The first is an amulet that lets you teleport to its location two times a day. It can bring an additional 125 pounds of organic material and another 50 pounds of inorganics.

Paired with this is a slingshot that can fire things somewhat reliably up to 50 miles away, as well as giving you a mental understanding of approximately where it will land. Whatever is fired is propelled magically and is somewhat incorporeal but not totally, so the further away you try to send something the more likely it is that it will go off course.

Elemental Gloves [400 CP | Discounted for Townie]

This pair of gloves grants you the ability to infuse a weapon with elemental damage. You can use it to imbue arrows or melee weapons with either electricity or ice. It has a substantial pool of energy that regenerates each day, allowing for frequent use. The gloves can also send out blasts of energy but this massively drains the reserve.

Gestalt [400 CP | Discounted for Big City]

After years of ingesting dangerous alchemical potions, you've altered your body to gain a rare ability: the power to fuse with one of your party members at a time, temporarily becoming a new, unified being. This fusion combines the strengths, skills, and magical abilities of both individuals into a singular entity with its own distinct personality and enhanced powers. Once the fusion ends, both members return to their normal forms, with shared memories of the

experience.

The fusion lasts until you choose to separate or until the fused being falls asleep. While this ability can technically be used to bypass party size limits, the fused being be of a much higher elevation than the rest of the party.

Juniper [600 CP]

With concentration you can access a mental stat sheet and as you overcome challenges and complete quests you will level up, allowing you to distribute points in attributes and skills instantly increasing your proficiency.

Limelight [600 CP]

You now one of The Illustrati, gaining power in a domain of your choice depending on how much and how frequently people across the world think of you.

The Anyblade [200 CP]

A short grey non-descript looking blade. The Anyblade can shapeshift into any blade shape as large as 8 feet or as small as a toothpick.

Alvions Vambrace [200 CP]

A tube of metal worn around the forearm with an opal set into it. With a twist, the opal allows an instant change of clothes, where 'clothes' is fairly permissively defined and can include both weapons, armor, and things carried up to two hundred pounds, barring people. Small enough to be hidden beneath a long-sleeved shirt. Has three notches, meaning two 'outfits' stored and one worn.

Marchand [600 CP]

Of all the things that shouldn't be here, this REALLY shouldn't be here. Marchand is a suit of power armour sized perfectly for you and fitted with a fusion generator and housing a powerful but subsentient AI to advise and serve you. Good luck finding parts to repair this.

Knives [400 CP | Discounted for Big City]

The Knives are a renowned state-sponsored mercenary group, known as one of two first responder groups to any catastrophe. While the group is now famous for their advanced entads, their origins lie in a bloodline magic passed down through generations. You inherit this legacy, granting you supernatural agility that allows you to move with speed and precision. Your reflexes are sharpened to a near-instantaneous level, providing you with a heightened danger sense that lets you detect and react to threats before they fully materialize and your balance and hand-eye coordination are vastly improved.

The Knife [200 CP]

The last person that cut themselves on this knife can mentally trigger it to teleport themselves to it along with around 100kg of extra stuff, including a person if they're standing on your feet. This can be done once a day and the effect is instant. The distance this can be done isn't

infinite though it is around 200 miles.

Diagnosis [400 CP | Discounted for Townie]

You maintain a mental image of every member in your party, allowing you to constantly sense their health, injuries, and overall physical condition. This mental link enables you to diagnose issues instantly, from fatigue to more serious ailments. Additionally, you can apply on-touch effects, such as healing or status cures, directly through this link with just a touch, even without needing to see the affected party member.

Drafter [400 CP | Discounted for Big City]

Through magical rituals, meditation, and enchanted tattoos along your hands and arms, you can tap into the magic of Cards. These Cards, which lie somewhere between entads and ectads, allow you to perform a variety of magical feats, from elemental blasts to summoning hard light illusions of creatures. As a Drafter, you carry a deck of 60 Cards, magically stored within you. When you activate your ability, 4 Cards are randomly drawn, which you can cast by channeling your internal mana. Additional Cards are drawn as a fight progresses, giving you more options as the battle unfolds.

However, casting these Cards is dependent on your own magical strength. You must expend your mana to activate them, and more powerful Cards will require a stronger magical foundation. As you grow stronger and enhance your magical reserves, you'll be able to cast increasingly powerful Cards. You start with a weak, inconsistent starter deck, but as you explore, new Cards will appear in dungeons, where Cards only manifest if a Drafter is present in the party—allowing you to upgrade and refine your deck over time.

Derivative [400 CP | Discounted for Big City]

You possess an extraordinary sensitivity to magic, able to perceive the lingering traces of spells long after they've been cast. These subtle grooves of magical energy in the ether allow you to recast a spell in the immediate wake of its casting. While you can't cast original spells yourself, you tap into a personal reservoir of "clear mana" to fuel these replicated spells. Your heightened awareness of magical residues makes you a natural magical detective, able to investigate the aftermath of magical events, track down rogue spellcasters, or uncover hidden enchantments. Though you rely on the ambient magic of others, your ability to detect and harness these energies makes you highly reactive and uniquely capable in any magically charged environment.

Pocket Mouse [100 CP | Discounted for The Wilds]

A mouse that would like to spend most of their time happily asleep in your pocket. Very friendly and behaved. If you're a druid or Bastle Master you can control this mouse with basically no effort

Past Glass [200 CP | Discounted for Big City]

A piece of glass that allows you to see exactly three hours into the past at the same location. Doesn't grant sound.

The Road [100 CP | Discounted for Roads]

Your travel will be interesting. You tend to stumble upon cool caves or arrive at towns just as they are about to have a fun festival.

(400 CP) Roadwarden:

An occupation that has existed for centuries, though it has largely faded in peaceful times. Roadwardens had a variety of skills as their roles were to travel between remote settlements to secure tradelines and pick up tasks in remote towns such as killing dangerous monsters. They were diplomats and highly skilled hunters and trackers, trained to eliminate dangerous threats in the wilderness. Their expertise in stealth and ambush tactics made them adept at handling monsters or other dangers while remaining unseen. Their combat abilities are honed for quick, decisive strikes, whether along rugged roads or deep in the wilds.

Roadwardens are able to build mental maps of any area they travel. As you become more familiar with a region, this map not only tracks the terrain but also draws information the hex, allowing you to sense the location of animals, predict weather changes, and find hidden resources. The more you traverse an area, the clearer and more detailed this mental map becomes, providing insights that others would overlook.

Entad list:

This is a list of X random entads because I wanted it and it was fun making them. This list is unbalanced and unfinished, just something I threw together over a weekend. The latter half of the list is from ChatGPT that I was using to prompt myself to come up with random items and is definitely not finished. You'll need to come up with your own effects for those. If you like you can use this list for random entad generation from dungeons. Assume you get 1 or 2 of these entads from a dungeon and then 1-4 others that are 'not that useful', either oddities or something to be sold on. Most of the below clothing/armour can be assumed to shift size to fit.

1 Snow Globe - Approx meter cube frozen (cold) pocket space.

2 Set of 6 Keys - While holding any of the 6 keys, grants person knowledge of nonsense language that can be understood and spoken by anybody else with a key

3 Incense Holder - While incense is burning in holder, senses feel better similar to a bardic effect.

4 Teapot - Liquid poured from teapot causes person drinking it to fall asleep

5 Marble - Takes away need to breathe

6 Bottle of oil - Drastically hardens skin for 5 hours. Oil regenerates in bottle.

7 Kitchen Knife - Can turn into and back from a tattoo. Regenerates while tattoo.

8 Magnifying glass - Gives understanding of material makeup of non-organic objects. Magic confuses it.

9 A purse and a trunk - One way teleport, purse to trunk.

10 Harmonica - Doesn't make any sounds until 1 hour after played.

11 Circlet - Immunity to poisons

- 12 Orb** – Generates noodles
- 13 Cape** – Anti-memetic, people put on cape and forget about it.
- 14 Bow** – Can teleport to last fired arrow
- 15 Armour with skeleton asthetic** – Bones move off armour to deflect attacks.
- 16 Waterskin** – Water poured out glows extremely bright blue for 8 hours
- 17 Compass** – Points towards closest dungeon-mad creature
- 18 Dagger** – Large pocket space, can only store dirt
- 19 Shield/bracer** – Braces can instantly expand to shield, has force
- 20 Necklace** – Increases balance
- 21 Amour** – Changes/evolves based on damage caused to it
- 22 Shortsword** – Require 2 hours less sleep
- 23 Ring** – Builds up electric charge that can be released on touch
- 24 Sword** – Hits with force of a 3x heavier object
- 25 Wooden spoon** – gives perfect pitch
- 26 Candle** – Dramatically increases humidity when lit
- 27 Nail** – Makes person appear 20cm to left
- 28 Dice** – Creates a meal, depends on roll
- 29 Book** – Filled with tattoos, can be applied to person instantly
- 30 Buckle** – Immunity to heat or cold, changes every 24 hours.
- 31 Bag** – Inside gets bigger when more currency is placed inside.
- 32 Boots** – Thoughts 10% faster.
- 33 Tin** – Creates a strong clear dome in place, 10ft wide with the tin at centre. Can't move.
- 34 Pants** – Insanely durable.
- 35 Dog ornament** – Can temporarily turn into a real dog. Very friendly.
- 36 Amulet** – Gives 1 minute of mental 'paused time.'
- 37 Overalls with boots** – Legs continue to function regardless of state.
- 38 Hairbrush** – Can create a door to a small bedroom pocket dimension. Inside resets when closed without a person inside so can't store anything.
- 39 Fishing rod** – Causes hooks applied to the rod to be extremely poisonous.
- 40 Ball of yarn** – String cut off from the ball becomes part of the sensorium of the person holding the largest amount. Effect wears off and yarn regenerates.
- 41 Hand mirror** – Can store things in a pocket dimension that can fit through the mirror. Objects keep the same physical location in the world.
- 42 Fork** – Gives a mental list of all ingredients it has touched in the last 24 hours.
- 43 Lamp** – Can 'record' surroundings with the lamp, and can have an illusion of recorded scenery displayed while in the light of the lamp.
- 44 Needle** – Increases plant growth and provides nutrients while it's stabbed into a plant.
- 45 Pair of scarves** – Can sense the mood and location of the person wearing the other scarf.
- 46 Sword** – Gets stronger the longer it's been in one area.
- 47 Wooden spoon** – Turns stirred water into strong liqueur.

48 Jar – Fills every sunrise with random leafy vegetables.

49 Rug – Can create a small cube forcefield centred on the rug. Controlled with keywords.

50 Necklace – Drains energy from the person wearing it. The next person to wear it gets that energy while wearing.

51 Large painting – Snow falls out of the painting.

52 Rug – Makes a pocket dimension copy of whatever house it's in. Limited size.

53 Flute – Can set a little tune to different locations. Teleport to that location if within 3km.

54 Sword – Can save a swipe in the air to be activated when tapping the hilt.

55 Saw – Cleanly and instantly separates one part of a corpse from the rest of it. Remaining parts turn into gross, useless goo.

56 Snail Shell – Can travel to a predetermined location at twice walking speed. Travel time spent in tiny cramped room.

57 Pocketwatch – Clockwork armor that quickly builds itself on you out of the watch.

58 Toy boat – Pocket dimension, boat on an endless sea.

59 Lamp –

60 Painting of an apple – Unlimited apples.

61 Jigsaw puzzle – When unobserved and shaken up, becomes a puzzle of different food. Creates that food when the puzzle is finished.

62 Anchor – [Add description here.]

63 pipe (tobacco) – Creates small smoke illusions that can briefly take shape and move according to the smoker's thoughts.

64

65 pram – Can run up to 30km an hour when pushing pram without additional exertion

66

67 purse – Small extradimensional space 5x purse size

68 quartz crystal – Can store a single short memory, replaying it when held and focused on, like a mental projection.

69 quill – Automatically writes, quality depends on how long holder was writing document with it before they start the automatic writing

70 quilt – Strong temperature aura, aura in area of quilt 21 degrees

71 quiver – Arrows that have spent 24 hours in this quiver teleport back to it if unmoving out of quiver for 30 seconds

72 rabbit statuette – 3ft tall stone statue of a rabbit. Strongly increases fertility in 600 meters.

73

74 rainbow stained glass window – light shining through window can randomly create food of the same colour where the light is touching

75 raven charm anklet – Can speak a <60 second message to be sent to somebody you can think of. Message travels through the air at your walking speed to them.

76 ribbon – Can elongate or shorten itself at will, useful for tying, binding, or creating

decorative displays. Semi infinite nice ribbon.

77 ring –

78 wedding ring pair – Creates an extra party channel between each person wearing ring.

79 rock – Can shapeshift into different forms smaller than 1 foot

80 rose (red) in vase – Can smell like any flower; quite strong smell can fill up a house.

81 rope – Extremely durable, strong telekinetic control if touching you.

82 –

83 ruler – Can make measured space temporarily appear to not exist

84 rune stone –

85 saddle – Animal this is placed on has it's needs met (eating, sleeping etc.) as well as making it extremely placid and obedient

86 –

87 –

88 satchel – Can store up to 600 books inside without adding size or weight. Can pull out any book with a thought.

89 scabbard – Produces 6 litres of blue paint a day.

90 scales – Putting a substance on one side weighs down the other side in relation to how far away more of that substance is

91 scissors – Can control telekinetically up to 2ft away from body

92 scroll – Lists out all different types of animals in hex, not the amount.

93 –

94 sextant – Can give a mental understanding of the distance between two thought of objects

95 –

96 shield – Can levitate a few cm off the ground. Can travel at around 6km an hour

97 shovel – Very durable, shovel head can strongly increase in mass for 6 second increments

98 sickle – Reflects damage done to the opposite side of the body

99 sieve – slowly turns material inside to powder

100 skull – Skull chatters when somebody says something funny

101 snake arm band – Can infuse a poison into held weapon

102 snowflake – Quite large and cold to touch. Makes area around it cold and illusion of snowing, around the size of a house.

103

104 Blank Book- Has 60 pages, a page when ripped out and folded into the shape of an animal takes on a simulation of a friendly playful origami version of that animal

105

106 spoon – Eating food with the food as a minor regenerative effect on internals

107 staff – Has a purple crystal on top, turns things it touches purple for 72 hours

108 –

109 –

110 –

111 statue – Takes form of an illusion of the last person that touched it

112 six stones – Stones all glow when one is touched, colour depends on which stone it touched.

113 –

114 metal straw – liquid drunk through straw becomes clean nutritious milk

115 sundial – Provides a perfect sense of the time of day on touch

116 –

117 sun amulet – Lights up an enclosed space for 24 hours, light is ambient

118 swan statuette – temporary shape shifting into a swan

119 sword – Sword and arm can turn invisible

120 table (round) – Those who have touched the table in the last month can astrally project to the table as an illusion of themselves and effect things physically within 2 feet of the table

121 tapestry – Depends scenes from the dreams of the last person that slept under it

122 teacup – Any liquid poured into it becomes the perfect temperature for the drinker, regardless of the original contents.

123 teapot – Pocket space, circular room the size of a large closet, ceramic walls

124 telescope – Speeds up time while looking through

125 thermometer – Measures ambient magic level

126 –

127 –

128 –

129 –

130 –

131 trowel – Summon defensive vines

132 trumpet – Can project force waves

133 –

134 ukulele – User can become invisible while actively playing

135 umbrella –

136 urn (empty) – Absorbs small, harmful magical energies, neutralizing them within its confines.

137 urn (full) – Can release stored magical energies in a burst, creating a one-time effect based on what it absorbed.

138 vase – Preserves flowers or plants placed inside indefinitely, keeping them fresh and vibrant.

139 vial – Temporarily strengthens any potion or liquid stored inside, amplifying its effects.

140 vine – Grows rapidly when placed in contact with earth, creating a temporary natural

barrier or bridge.

141 violets – Emit a subtle fragrance that encourages peace and harmony in its vicinity, making conflicts less likely.

142 violin – When played, draws forth emotions from listeners, influencing their mood based on the song's tone.

143 vulture – Grants the user temporary insight into hidden or overlooked opportunities in their surroundings.

144 wallet – Always holds a small, random amount of money, replenishing daily to a modest sum.

145 water – Grants temporary adaptability to the user, allowing them to change shape or flow around obstacles.

146 weapons – Slightly improves the user's skill with any weapon they wield, enhancing technique and precision.

147 wedge – Magically wedges itself into tight spaces, making it impossible to remove without the user's consent.

148 wheat – Provides a single, nourishing meal when consumed, enough to sustain a person for a full day.

149 wheel – Temporarily accelerates movement, making travel smoother and faster over any terrain.

150 wheelbarrow – Can carry significantly more weight than it should be able to, lightening the load for the user.

151 whip – Can extend or retract at the user's will, making it more versatile for various tasks.

152 whisk – Instantly blends ingredients into a perfect mixture, regardless of skill or time.

153 wine – When shared, encourages trust and camaraderie among those who drink it together.

154 wolf – Grants the user heightened senses (hearing, smell, sight) for a brief period, like those of a wolf.

155 wreath – Provides a protective aura when worn, warding off minor negative energies or ill intent.

156 wristwatch – Stops time for a single second once per day, allowing the user to act within that brief moment.

157 xylophone – When played, can create magical effects in the environment based on the notes and rhythm.

158 yardstick – Magically stretches or shrinks to measure any distance, no matter how great or small.

159 yarn – Knits itself into any desired shape when held and focused on, forming simple, temporary objects.

160 yarn (spool) – Provides an endless supply of thread for minor repairs or sewing, useful in a pinch.

161 yarn (tangled) – Can create a temporary barrier or web that entangles anyone who walks through it.

162 zither – Plays haunting melodies on its own when left unattended, subtly influencing the

mood of those nearby.

163 four-leaf clover – Provides a short burst of luck, causing unlikely but beneficial outcomes to happen around the holder.

164 garlic – Wards off negative energy, spirits, or creatures of darkness within a small radius.

165 gates – Can temporarily open a portal between two locations familiar to the holder, allowing travel between them.

166 gavel – Can deliver an indisputable verdict on a moral or ethical dilemma, revealing the fairest resolution.

167 girdle – When worn, enhances physical strength slightly, making the wearer feel lighter and more capable of heavy lifting.

168 glass (broken) – Can show fractured glimpses of the future when looked through, though the images are often unclear.

169 globe – Magically spins to reveal the current location of the holder and highlights nearby points of interest.

170 gloves – When worn, they provide a perfect fit and enhance dexterity, making delicate tasks easier to accomplish.

171 goblet – Magically purifies any liquid poured into it, removing toxins, curses, or impurities.

172 goggles – Temporarily grant enhanced vision, allowing the wearer to see in the dark, underwater, or through light obstructions.

173 gold (object) – Emits a faint glow when in the presence of wealth or valuable resources, subtly pointing toward them.

174 gong – When struck, creates a resonant sound that temporarily disrupts illusions or magical enchantments.

175 grapes – Eating these grapes restores a small amount of physical stamina or magical energy.

176 hammer – Temporarily increases the force of any blow dealt, making the user's strikes more powerful.

177 hammock – When rested in, accelerates the body's natural healing, allowing for quicker recovery from exhaustion or minor injuries.

178 hand – When held up or placed on a surface, can magically leave an imprint of the user's hand that others can see.

179 hardhat – Provides minor protection from falling objects or impacts, shielding the wearer from harm.

180 harmonica – When played, produces calming music that soothes emotional turmoil or encourages peace in a chaotic situation.

181 harp – When plucked, the strings can calm animals or wild creatures, taming them temporarily.

182 harpoon – Can pull the target it strikes toward the user, as if tethered by an invisible rope.

183 hearth – Generates a comforting warmth and radiates a protective aura, keeping hostile entities at bay within its radius.

184 honey – When consumed or applied to wounds, accelerates healing and promotes overall well-being.

185 horse – Temporarily grants the holder enhanced speed and stamina for running or traveling long distances.

186 horseshoe – Brings a burst of good fortune to the user, preventing one instance of bad luck or harm.

187 hourglass – Briefly slows time around the user, allowing for careful reflection or swift action.

188 hourglass (flipped) – Speeds up time within a small area, causing objects or processes to accelerate briefly.

189 ice – Can freeze a small amount of water or cool an object to a frigid temperature with a touch.

190 incense – When burned, clears the air of distractions and negativity, helping to focus the mind.

191 ingot – Temporarily strengthens any metal object the user holds, making it more durable and resistant to damage.

192 inkwell – Any ink dipped from this well becomes enchanted, allowing the written words to have lasting magical effects.

193 ivy – Causes rapid plant growth, spreading vines and foliage to cover a small area quickly.

194 jade – Enhances the user's resistance to poison or harmful magic when carried or worn.

195 jewel – Emits a soft glow in the presence of hidden magical items or artifacts, serving as a subtle detector.

196 jigsaw piece – Grants insight into solving puzzles or riddles, providing the user with subtle hints.

197 jug (empty) – When filled with any liquid, the jug magically refills itself once, duplicating the contents.

198 jug (full) – Temporarily transforms its contents into a healing potion or refreshing drink that restores stamina.

199 kaleidoscope – Allows the user to briefly see multiple possible outcomes of a single decision, aiding in choosing a path.

200 key – Can unlock any non-magical lock, once per day, regardless of the lock's complexity.

201 keyhole – When looked through, reveals hidden secrets or information about the other side, beyond what the eye can normally see.

202 kite – When flown, can catch magical winds, lifting the user or small objects into the air.

203 kneading board – When used, enhances the quality of any food prepared on it, making the results tastier or more nutritious.

204 knife – Temporarily sharpens itself to a magical edge, making it able to cut through tougher materials than normal.

205 knocker – When tapped, this knocker opens doors that are stuck or magically sealed, but only once per use.

206 knot – Once tied, this knot cannot be undone by anyone but the original tier, no matter how complex the knot.

207 ladder – Can extend or retract at will, allowing the user to reach greater heights or descend safely.

208 ladle – When used to stir, enhances the flavor and quality of any liquid, improving its effects if magical.

209 lamp – Emits a steady, soft light that dispels illusions and reveals hidden paths or secrets in darkness.

210 lantern – Illuminates an area with magical light that wards off hostile creatures or spirits.

211 leaf – When held, provides insight into the current health and state of nature in the surrounding area.

212 lever – Can manipulate objects or mechanisms from afar, as if the user were physically pulling or pushing them.

213 light bulb – When turned on, it briefly illuminates hidden thoughts or intentions in the minds of those nearby.

214 lighthouse – Emits a powerful guiding light that shows the safest path forward, even in confusing or dangerous situations.

215 lightning – Temporarily electrifies the user's touch, allowing them to deliver a harmless shock or power small devices.

216 lion – Grants the user temporary bravery and courage, allowing them to face fearsome challenges without hesitation.

217 lily – Produces a sweet scent that has a calming effect on those nearby, reducing tension or aggression.

218 lipstick – When worn, makes the user's words more persuasive, subtly enhancing charm and influence.

219 lock – Can magically seal any door or container, preventing it from being opened except by the user.

220 locket – Contains a memory or image of someone important to the user, allowing brief telepathic communication with them.

221 loom – Weaves magical threads that can create enchanted clothing or tapestries with protective properties.

222 magnet – Attracts small metal objects within a limited range, drawing them toward the user.

223 magnifying glass – Reveals hidden details or clues in objects or documents when looked through.

224 mallet – Can deliver a blow that temporarily immobilizes or paralyzes a target, rendering them harmless.

225 mask – When worn, disguises the user's identity and voice, making them unrecognizable to others.

226 match (lighting) – When struck, ignites with magical fire that burns hotter and longer than normal flames.

227 maze – Confuses the senses of anyone attempting to follow or chase the user, making it harder to find them.

228 measuring tape – Accurately measures not just physical dimensions but also

metaphysical qualities like aura or magical strength.

229 medal – Enhances the user's confidence and sense of accomplishment, making them more effective at their current task.

230 mirror – Reflects not just physical appearances but also the emotional or spiritual state of the person looking into it.

231 mistletoe – When held overhead, encourages unity and reconciliation between quarreling individuals.

232 moon – Radiates a soft glow that enhances night vision and grants calm, meditative clarity to the holder.

233 mop – Cleans up not just physical messes but also removes lingering negative energies or curses in a space.

234 mountain – Temporarily increases the user's endurance and resilience, allowing them to withstand physical or mental strain.

235 musical instruments – When played, each instrument produces a different minor magical effect (e.g., calming, energizing, warding off spirits).

236 nail – Once driven into place, it seals objects or structures with enhanced durability, making them stronger than usual.

237 necklace – Provides subtle magical protection, warding off minor curses or ill intent directed at the wearer.

238 needle – Magically stitches or repairs fabric or materials, regardless of the skill level of the user.

239 nest – Provides a safe, temporary refuge for small creatures or magical familiars, offering them protection and comfort.

240 net – Temporarily expands to capture or ensnare anything within its radius, preventing escape.

241 nib – When dipped in ink, writes in beautiful, flowing script that has minor enchanting properties.

242 noose – Can capture and bind an intangible entity, like a ghost or spirit, holding it in place temporarily.

243 oar – Increases the speed and efficiency of rowing, allowing the user to navigate waters with greater ease.

244 olive branch – When offered, diffuses tension and encourages peace between hostile individuals or groups.

245 orange (fruit) – Eating it provides a refreshing burst of energy and restores a small amount of magical power.

246 owl – Grants the user heightened perception and wisdom, especially during the night.

247 oyster – Produces a small pearl of knowledge or insight when opened, offering a brief glimpse of hidden truths.

248 paddle – Enhances control and precision in steering a small boat or craft, making navigation smoother.

249 parasol – Magically shields the user from harsh weather or magical effects, providing comfort and protection.

250 parchment – Any text written on this parchment remains protected from tampering, preserving its original message.

251 pawn (chess) – Can make minor, tactical changes to an ongoing situation, subtly shifting odds in the user's favor.

252 pearl – Enhances the clarity of thought and speech, allowing the user to articulate their ideas more effectively.

253 pen – Magically writes whatever the user is thinking, translating thoughts into clear, legible text.

254 pendulum – Can be used to ask yes or no questions, swinging to indicate the most likely answer.

255 pepper – Provides a fiery burst of energy when consumed, temporarily boosting physical performance.

256 pepper (red) – Grants the ability to breathe fire for a short period, creating a brief but intense flame.

257 pet – Provides a magical bond with the user, offering companionship and minor protective instincts.

258 phoenix (bird) – Temporarily imbues the user with the ability to rise from defeat or injury, restoring vitality.

259 photograph(s) – Captures not just an image, but also a fleeting moment of emotional essence, preserving it for later reflection.

260 piano – When played, the piano's melodies influence the mood of the listener, shifting emotions subtly.

261 pig – Eating anything in the presence of this magical pig enhances the flavor and nutritional value of the food.

262 pillow – When used, provides restful sleep and vivid, meaningful dreams that offer guidance or insight.