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VINTAGE STORY

A JUMPCHAIN ALMANAC

The World Is Old. Your Hands Are New.

A ten-year passage through the wilderness survival sandbox created by Anego Studios

TEN YEARS • ONE THOUSAND CHOICE POINTS • FOUR HUNDRED ITEM POINTS

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A good ledger tells you where to look before the weather changes.

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BEFORE FIRST LIGHT

> *Sit down. The light is going, and this is not a world in which one wastes daylight.*

There are prettier worlds. There are kinder ones, too. This is a world of deep soil and deeper winters, of bread cooling beside a clay oven while something made of rust worries at the door. Whole kingdoms have gone down into the loam. Their roads are root-choked, their tools are curiosities in cracked vessels, and their proudest machines still turn where no living hand remains to tend them.

It is also a world worth living in.

Vintage Story is an uncompromising wilderness-survival sandbox set amid the remains of a civilization ruined by plague, ambition, and temporal calamity. You will knap stone, shape clay one layer at a time, read the land for ore, raise crops through changing seasons, preserve a winter's table, work metal from copper to steel, and put wind or running water to honest labor. You may build a cottage, a mill, a town, or something that makes mountains feel inadequate. Beneath all of that waits another story: rifts, rust, lost voices, and machines whose inventors reached through time before they understood what might reach back.

This Jump is written for the stable 1.22.5 era of the game and incorporates the two published chapters of its story as of July 2026. Later updates may add roads that are not drawn in this edition of the almanac. A toggle below can move you to another official version if you prefer.

Your stay lasts **ten years**, beginning at dawn on the first day of late spring. You receive **1,000 Choice Points**, hereafter CP, and **400 Item Points**, hereafter IP.

- CP may purchase anything in this document.
- IP may purchase only entries in the Items and Properties section.
- CP may be converted into IP at a one-to-one rate. IP may not become CP.
- Choose one Origin for free. Its 100 CP perk is free, and its remaining perks are half price.
- Items attached to your Origin follow the same rule: the 100 IP item is free, and the rest are half price.
- Universal options are never discounted unless an entry says otherwise.
- Prices round down after discounts. Nothing may be discounted more than once.

You arrive in weather-suitable local clothing with a waterskin, a firestarter, a reed handbasket, a piece of flint, and enough food for one plain meal. These are mundane gifts, easily replaced and not restored by fiat. Everything else must come from your purchases, your Warehouse, or your own two hands.

A Date for Those Who Must Have One

The old records give the year 1318 for the crisis surrounding Jonas Falx and the Grand Machine. Tobias later speaks of more than five centuries passing since he first saw the Lens used. Vintage Story deliberately avoids pinning its playable present to a modern calendar, but some chains demand a date. For that bookkeeping, treat your arrival as approximately **1820 CE equivalent**. This is an estimate, not a declaration of canon, and the world's flux-touched technology should not be mistaken for ordinary nineteenth-century development.

The Promise of the Almanac

Purchased abilities are clear mechanical advantages, not invitations for the Benefactor to play word games. Skill perks grant working knowledge and the judgment needed to use it. Items arrive functional and include whatever ordinary fittings are necessary to operate them. Properties attach to the Warehouse or enter future worlds in a suitable location, at your choice.

This is still Vintage Story. A blessing that makes you a master smith does not make charcoal burn without air, and a cellar does not preserve a harvest you never planted. The best purchases make labor meaningful; they do not make the world ornamental.

THE OLD WORLD, BRIEFLY

> *Before you choose what to carry, learn what country your feet will touch. A map is useful. A warning is better.*

The Surface

The land is vast, procedurally varied, and governed by climate rather than convenience. Latitude, altitude, rainfall, soil, and season decide which forests grow, which animals roam, and whether a crop will ripen before frost. A temperate valley can pass from blossom to deep snow. Farther south are warm forests, savannas, and deserts; farther north, taiga and ice. Mountains expose stone and ore while making every journey expensive. Rivers and lakes feed reeds, clay, fish, and mechanical power.

Food is not a single bar in the practical sense. Grain, vegetables, fruit, protein, and dairy build separate nutrition reserves that increase health when kept in balance. Fresh meat spoils. Grain lasts, but only if kept dry. Cellars, sealed crocks, curing, pickling, cheese making, and alcohol turn abundance into survival. Agriculture asks for suitable temperature, moisture, sunlight, soil nutrients, crop rotation, and patience. Livestock must be trapped or bred through generations before they cease treating every fence as a temporary insult.

Work by Hand

Craft here has shape. Knapping removes voxels from stone to reveal a tool head. Clay forming lays a vessel layer by layer before it is fired in a pit kiln. Smithing places a heated ingot upon an anvil and moves its forty-two metal voxels with different hammer blows. Chiseling subdivides solid blocks into small elements for sculpture, fitted masonry, furniture, or architectural obsession.

Metallurgy is a ladder. Copper enables the first durable tools. Bronze demands alloys and wider prospecting. Iron requires a bloomery, fuel, and repeated working. Steel asks for refractory materials, cementation, careful heat, and time. Since the forge rework of 1.22, tongs, fuel placement, quenching, tempering, and grinding matter as well. None of this is impossible. Nearly all of it punishes poor preparation.

Windmills and waterwheels can drive querns, pulverizers, helve hammers, and grinding mechanisms through axles, gears, clutches, and transmissions. Mechanical power is tactile: torque, speed, weather, placement, and the size of the network matter. A good mill frees hands. A bad one is a tall monument to arithmetic.

The People Who Remain

Humanity survived in scattered settlements, camps, farms, and trader outposts. Traders exchange goods for rusty gears, the common currency scavenged from the old world. Their stock and specialties differ. Some people remember fragments of old institutions; others know only the country around their home.

Then there are seraphs.

Seraphs resemble tall humans, though their skin may carry colors no healthy human complexion would, and their voices have an instrumental quality. They were once human. During the old calamity they were lost somewhere beyond ordinary time and returned without their former memories. Death does not hold them in the usual way: they awaken again, leaving carried possessions at the place they fell. Settlements know of them, but a seraph remains uncommon enough to draw attention.

Rot, Rust, and the Other Side

The old kingdoms were already dying of the Rot when Jonas Falx looked through a strange Lens and discovered flux: a power associated with another place, another time, or both. His work promised salvation. The Grand Machine instead brought catastrophe. People vanished, changed, or were lost beyond the world. Temporal disturbances spread through the ruins.

Temporal stability measures how firmly a place, and a traveler, belongs to ordinary reality. In unstable regions the world takes on a rusted aspect. Vision wavers. Hunger sharpens. Drifters and other hostile creatures emerge, especially through temporal rifts and during temporal storms. Bowtorn beings, bells, locusts, shivers, and worse things inhabit deep ruins or the far side of local reality.

Temporal gears can steady a seraph, fuel certain machines, repair translocators, and anchor other unusual effects. Jonas parts survive in rare devices: rift wards, resonators, night-vision masks, teleportation machinery, and more. They are engineering, but not engineering that a sensible apprentice begins with.

The Road of the Published Story

Those who follow the main trail are directed by a Treasure Hunter toward the Resonance Archives. There an immense Immobilized Eidolon guards the remains of an expedition and a message meant for Tobias. The trail continues through the Lazaret and onward to the settlement of Nadiya, where Agnieszka and Gerhardt preserve knowledge of the route ahead.

Beyond Nadiya lies the Devastation. Tobias and the Nadiyans once pierced reality there, and the wound still allows sections of the region to be switched between moments. Erel, once a guardian and later the Mad Crow, keeps the Lens at the heart of it. Recovering the Lens opens the way to Tobias himself. He offers plans for a rickety translocator and prepares for a journey not yet published in the game's story.

That is the broad road. The journals, books, conversations, ruins, and machinery along it hold the finer truth. If you have not played the story and wish to preserve its discoveries, stop reading the scenario named **The Rusted Road** until you have.

CHOOSE YOUR COUNTRY

> *A poor homestead in the right country can be repaired. A fine house in the wrong country becomes firewood.*

Choose one of the following starting regions, or describe another ordinary climate supported by the world generation. This choice costs nothing. You begin at least a day's walk from an inhabited settlement and outside any immediately lethal temporal zone. Story sites remain where the scenario or narrative needs them to be.

Temperate Woodland

Mixed forest, reliable rain, four pronounced seasons, and soil adequate for a varied farm. Clay, peat, surface copper, and modest waterways can be found with work. This is the closest thing the world offers to a forgiving beginning, which is not the same thing as forgiveness.

Highland and Karst

Broken hills, limestone country, caves, sinkholes, and broad views. Stone and exposed geology help prospecting, while thin soils and difficult roads complicate agriculture. Expect spectacular construction sites and a great many opportunities to fall from them.

Boreal Reach

Conifer forest, bog, snow, and a short growing season. Game and timber are plentiful, but crop selection and food storage decide whether the first winter is a chapter or an ending. Valuable northern resources are more likely to lie within reach.

Warm Coast

A mild or hot shoreline with long growing seasons, unfamiliar crops, useful reeds, fruit, and ready access to fishing and sailing. Heat, storms, poor soils, and distance between ore types replace the problems of deep winter.

Savanna and Desert Margin

Open country, sharp day-and-night temperatures, scattered water, and excellent visibility. Heat-loving plants and mineral exposures reward a traveler who can solve the simple matter of not dying of thirst.

A Place You Remember

Choose a specific ordinary biome or broad terrain compatible with Vintage Story, including one from a world seed you have played. You may reproduce the landform, not another player's structures, stored wealth, or modded resources unless another purchase supplies them.

THE SHAPE YOU WEAR

> *A body is the first tool. Keep it sharp, forgive its scars, and never lend it to a fool.*

You may adjust sex, apparent age, features, height, build, skin, hair, voice, and ordinary cosmetic details without cost. This changes neither your identity nor your memories. By default you are physically between eighteen and thirty-five and in sound health.

Seraph — Free

You receive a local seraph form. It is tall, resilient by human standards, and may have the broad palette of skin tones and instrumental vocal qualities seen in the game. You can speak normally; the musical timbre may be subtle or absent if desired.

During this Jump, death causes you to return at the following dawn at your original arrival point, or at the last place you deliberately anchored with a temporal gear. Your body is restored, but anything carried remains where you died. You retain your memories. This translates the setting's ordinary seraphic revival into Jumpchain terms: the dawn delay belongs to this document, while the temporal-gear anchor follows the game's spawn rules. The return ends when the Jump does unless you buy **Returning Seraph**.

You remember no former life in this world. Choosing this form does not erase memories you brought with you.

Human or Existing Form — Free

You may arrive as an ordinary human or use a suitable existing form. You do not receive the local seraphic return, though purchased resurrection abilities function normally. Humans are more familiar to most settlements and need no explanation beyond the usual questions asked of a stranger.

Unusual forms are permitted if they can survive the environment, but society will react honestly to them. A twelve-meter dragon should not expect a tailor to have the measurements ready.

ORIGINS

> *A trade is not a cage. It is only the first handle the world gives you.*

Choose one Origin for free. It supplies no false history, forced personality, or hidden statistical penalty. You may decide that you learned the trade in another land, woke with its instincts, apprenticed locally before the Jump began, or simply find that old skills fit your hands.

Each Origin is based on one of Vintage Story's canonical character classes. Their in-game weaknesses are not secretly imposed upon you. If you wish to carry a burden, take a Drawback and be paid for it.

Commoner

Farmer, cook, builder, charcoal burner, parent, neighbor. "Common" is the word kingdoms use for the people who continue after kingdoms end. You know that survival is not one heroic skill but fifty ordinary tasks completed before rain.

Hunter

The trail, the bow, and the weather are your books. Hunters travel farther, shoot straighter, read animals well, and bring home what a settlement cannot grow. The wilderness is not your enemy. It is also not your friend.

Malefactor

Scavenger, poacher, peddler, trespasser, and fortunate owner of things nobody was watching closely enough. You thrive in abandoned places and narrow margins. Whether you are a criminal depends largely on who survived to write the law.

Clockmaker

You understand small mechanisms, large power trains, and the rusted logic of things that should have stopped centuries ago. A clockmaker's curiosity is an admirable trait until the clock begins watching back.

Blackguard

Soldier, guard, pit fighter, or hard case. You stand near danger because somebody must. Armor, mining, and close combat all reward the same lessons: set your feet, respect weight, and finish the work.

Tailor

Cloth is shelter that travels. A tailor understands fibers, leather, fit, insulation, color, repair, and the quiet authority of someone who can turn a winter pelt into civilization. Vanity is optional. Good seams are not.

PERKS

> *Skill is what remains when the last tool breaks.*

Perks are permanent unless an entry limits itself to this Jump. Knowledge updates in future worlds so that it remains useful, though local materials and laws must still be learned. A perk that improves a craft includes safe working habits and the ability to recognize when a problem exceeds your experience.

Universal Perks

The Handbook Opens [Free]

You can speak, read, and write the common languages needed for this Jump. You possess competent beginner knowledge of shelter, fire, water, gathering, first aid, knapping, clay forming, cooking, and the signs of temporal danger. When you deliberately inspect a material, creature, recipe, or mechanism, a searchable mental handbook records what you have genuinely learned about it. The handbook organizes knowledge; it does not reveal undiscovered recipes, identify an ore you have never encountered, or turn rumor into fact. After this Jump it performs the same service for practical knowledge you personally acquire.

Grounded Inventory [100 CP]

You gain a hotbar and sixteen general inventory spaces that can hold hand-portable objects. Stored items remain arranged, clean, and easy to retrieve. Their felt weight and bulk are reduced to one quarter while stored, but they still age and change: food spoils, hot metal cools, and a leaking jar remains a problem. Living beings, active vehicles, rooms, and structures do not fit. Worn bags and comparable storage can add their native capacity to this inventory. You always know what is inside without opening it.

The Shape Beneath the Surface [200 CP]

Your eye and hands grasp constructive volume down to one-sixteenth of a normal building block. You can read a knapping pattern in stone, judge the missing volume of a clay vessel, distribute metal on an anvil, and plan chiseled forms without losing the whole in the parts. Given proper tools and enough material, your manual shaping is exact enough to reproduce a known pattern without accidental defects. This is control, not inspiration or technical education; a perfect turbine blade still requires you to know what a turbine blade should be.

The Blue Gear Turns [200 CP]

Temporal phenomena no longer arrive without warning. You can feel the direction and broad severity of nearby rifts, unstable ground, spatial displacement, and disturbances that have occurred within the last few days. The sensation is intuitive rather than a minimap. You recover quickly from the nausea, sensory distortion, and panic caused by such events, and you can keep your footing while reality flickers around you. With experience, this sense extends to analogous dimensional or chronological hazards in other worlds, distinguishing "wrong place" from "wrong time."

Work Wears Smooth [400 CP]

Practice turns a repeated manual process into a clean rhythm. Once you have personally mastered a task, you may perform its active labor at up to four times your ordinary speed without losing precision, safety, or quality. A team following your demonstrated workflow can sustain roughly twice its former useful output. Passive processes keep their own time: crops grow, cheese ripens, charcoal burns, and metal soaks heat no faster merely because you are impatient. The perk excels at removing wasted motion rather than abolishing work.

Returning Seraph [600 CP]

The return becomes part of you. Sleeping safely for at least four hours establishes an anchor. If you die, you reform there at the next dawn in restored physical condition, retaining your memories and all fiat-backed purchases that were on your person. Mundane possessions remain with the body. After returning, this ability requires thirty days before it can save you again; death during that interval is resolved by your chain's normal rules. Effects specifically able to prevent resurrection can still do so. You may choose not to return.

Commoner Perks

> *Never mock the hand that plants. Every army eventually kneels before a field.*

Crawl Into the New World [100 CP]

You learn practical, non-specialist work quickly. A careful demonstration and an afternoon of practice are enough to make you safe and useful at an ordinary task; several days can make you reliably competent. You are excellent at identifying what a struggling household actually needs next: roof before plaster, calories before flavor, drainage before a larger field. This does not replace deep apprenticeship in surgery, metallurgy, or other demanding professions, but it closes the humiliating gap between ignorance and usefulness with uncommon speed.

Make Hay While the Sun Shines [200 CP]

You think in seasons, stores, and bottlenecks. At a glance you can estimate how much labor, food, fuel, seed, fodder, and protected space a household or small settlement will need over the coming year. Your plans naturally include slack for illness, breakage, and bad weather. When circumstances change, you see which tasks can be postponed and which missed window will cost months. This foresight applies to any recurring natural, economic, or logistical cycle you can observe; it predicts consequences, not random disasters.

Five Bowls on the Table [400 CP]

You are a master of the living systems around a homestead: soil preparation, crop rotation, orchards, beekeeping, animal husbandry, butchery, cooking, nutrition, fermentation, curing, pickling, cheese, and cellar management. You can build a varied diet from local life without exhausting the land, diagnose why a herd or field is failing, and turn seasonal surplus into stores that remain both safe and worth eating. Your meals provide the maximum nourishment their ingredients honestly allow and waste remarkably little.

The First Hearth After the End [600 CP]

You know how to turn survivors into neighbors and a camp into a durable settlement. Your talent covers site selection, sanitation, water, roads, stores, division of labor, apprenticeship, dispute procedures, mutual defense, and the slow creation of trust. Infrastructure designed under your care is easy for ordinary people to maintain and expand. People who freely join your settlement find it easier to cooperate across old divisions and to teach what they know. This inspires confidence, not obedience; bad decisions remain bad, and nobody becomes your subject without choosing that relationship.

Hunter Perks

> *The arrow begins its journey long before the string moves.*

Loose the Arrow [100 CP]

You are an expert archer, spear hunter, and field bowyer. Range, wind, target motion, and imperfect ammunition become calculations your body performs without fuss. You can make and maintain bows, arrows, slings, and simple hunting weapons from available materials, and you understand when a shot is unsafe. Your ranged attacks strike with roughly one-fifth greater practical force and remain accurate at distances that would trouble a trained soldier.

Tracks Speak Plainly [200 CP]

Footprints, browsed plants, shed hair, disturbed water, calls, droppings, and the silence of smaller animals tell you what passed, how long ago, and in what condition. You understand the behavior of ordinary wildlife and can predict feeding, nesting, migration, and flight. Fishing, trapping, humane dispatch, field dressing, and preservation are part of the craft. Your kills yield about a tenth more usable material because your technique damages less and overlooks little.

No Country Without a Path [400 CP]

You travel wilderness as a practiced local might. Terrain, sun, stars, vegetation, weather, and water keep you oriented without instruments. You choose routes that balance speed, safety, and access to supplies; handle small boats and mounts; make hidden camps; and maintain useful maps. Ordinary exposure and sustained travel tire you half as quickly, though hunger and injury remain real. Once you have crossed a region, you can lead others back by a route suited to their abilities rather than merely retracing your own footprints.

One Clean Shot [600 CP]

Patience reveals the shot that matters. After observing a creature, machine, fortification, or moving conflict, you become exceptionally good at identifying real structural vulnerabilities and the brief moments when they can be reached. A projectile you loose at that moment is delivered with extraordinary placement and timing, exploiting the weakness as effectively as your actual weapon and ammunition can manage. The perk never creates penetration your equipment cannot provide, invents a heart in something heartless, or lets a reed arrow pierce a tank. Against a target that can be meaningfully harmed at range, however, you waste very few chances.

Malefactor Perks

> *A locked door tells you two things: someone owns a lock, and someone feared what stood outside.*

What Others Miss [100 CP]

Your eyes settle on overlooked value: an edible root beneath coarse leaves, the intact hinge on a ruined cabinet, a trader's misfiled crate, a cracked vessel worth opening, or the one dry corner of an abandoned camp. You are a skilled forager, salvager, appraiser, and sling user. When searching a place by hand, you work quickly and recover about a tenth more genuinely useful material than another expert could, chiefly by wasting less and recognizing odd applications.

Furtive [200 CP]

You understand attention. Wind, light, rhythm, cover, and an observer's expectations help you move quietly and remain beneath notice. Animals and routine patrols detect you from roughly two-thirds their usual distance when you take reasonable precautions. If discovered, you are quick at breaking line of sight, choosing an escape route, and leaving confusing traces. This is craft rather than invisibility: open ground, alert specialists, exotic senses, and spectacular mistakes still count.

A Ruin Is a Ledger [400 CP]

Abandoned places preserve their accounts for you. Wear, dust, repairs, remains, tool marks, spatial arrangements, and salvage reveal how a structure was used, what happened during its decline, where danger or instability is likely, and which sections may still conceal something. You navigate collapses, traps, old defenses, and contaminated sites with the caution of an archaeologist and the practicality of a looter. Removing an object need not destroy its context; you can recover both evidence and value when time permits.

There Is Always a Loose Stone [600 CP]

Confinement and security appear to you as systems with seams. Given time to observe, you can identify a realistic weakness in a prison, guarded route, bureaucracy, physical vault, social taboo, or comparable arrangement and devise an infiltration or escape plan around it. If the system truly has no accessible flaw, you know that early and can work toward creating one. The perk does not open an absolute seal or make consequences disappear. It makes you very good at finding the neglected drain, tired sentry, contradictory rule, maintenance interval, or human need upon which perfect plans so often founder.

Clockmaker Perks

> *A machine is an argument made from matter. Find the assumption, and you may repair—or refute—it.*

Precision and Systems [100 CP]

You are a trained mechanic, clockmaker, and repairer of intricate devices. You can machine or hand-fit small parts, trace power and motion through assemblies, diagnose wear, and maintain the wind- and water-driven mechanisms of Vintage Story. Repeated motion makes mechanical enemies readable to you, improving practical damage against them by about a quarter. You also know the tuning spear: a weapon and tool designed to disrupt susceptible old-world mechanisms.

Every Gear Has a Reason [200 CP]

Dismantling or closely studying a device lets you reconstruct the reasoning behind it. You can draft accurate diagrams, identify substitutions for unavailable materials, and repair damaged machinery with striking economy. A single intact example and proper workshop are usually enough to reproduce non-unique mundane technology. Exotic power sources and metaphysical effects remain separate problems, but you can isolate exactly which part of the machine you do not yet understand.

Power Without a Grid [400 CP]

You are a master millwright and designer of decentralized mechanical systems. Wind, water, muscle, counterweight, flywheels, gearing, clutches, transmissions, pumps, and line shafts can be combined into reliable networks sized to local conditions. Your machinery sheds little power to bad alignment and includes sensible brakes, guards, and maintenance access. You can automate repetitive physical processes without electricity and teach local craftspeople to keep the system alive after you leave.

Falx's Difficult Inheritance [600 CP]

Jonas devices and temporal machinery are no longer impenetrable relics. You understand flux-bearing components, temporal gears, rift wards, resonators, translocators, night-vision masks, and the principles demonstrated by the Grand Machine well enough to repair, safely modify, and eventually reproduce setting-scale examples. You can recognize when a design risks widening a rift or exposing minds to the Other. Larger works require proportionally rare materials, power, testing, and help. Creating a new Grand Machine or reaching an arbitrary universe is research at the edge of your knowledge, not an afternoon project.

Blackguard Perks

> *Courage is useful. A shield held at the correct angle is useful more often.*

Don't Look Away [100 CP]

You are a disciplined close-quarters fighter with swords, axes, clubs, spears, shields, and improvised equivalents. Fear does not steal your attention when something inhuman charges, and you judge reach and commitment well. Your melee blows carry roughly a third more useful force because they land with structure rather than frenzy. You can teach another person the basics without teaching them your bad habits.

Hardy [200 CP]

Hard labor has built you well. Strength, stamina, pain tolerance, recovery, and resistance to ordinary illness sit at the high end of natural humanity. Mining and other heavy work come easily, and armor restricts your movement about a quarter less than its design would suggest. You still require food, rest, treatment, and sensible lifting technique. Being hard to kill is not an excuse to be careless.

The Line Holds Here [400 CP]

When you deliberately defend a person, route, or bounded place, your awareness widens to likely approaches and the needs of those beside you. You interpose, brace, rotate tired defenders, and use terrain almost instinctively. Armor, shields, barricades, and fortifications you maintain endure about half again as much punishment before failing. Allies who can see you keep their nerve more easily, provided you have not given them an obviously hopeless order.

Last Soldier of a Dead Kingdom [600 CP]

You excel when a defense has gone past tidy plans. Numbers, darkness, monstrous movement, broken walls, and panicked civilians resolve into a battlefield you can still read. You can direct a small force while fighting, make swift retreats that do not become routs, and hold a position against several times the pressure that should overwhelm an equal warrior. Each foe remains real and each wound still matters. Your gift is to spend ground, time, and courage with terrible efficiency until rescue, escape, or victory becomes possible.

Tailor Perks

> *A kingdom may lose its crown and continue. Take away its needles and winter will finish the argument.*

A Fitting Garb [100 CP]

You are an expert tailor, weaver, dyer, leatherworker, and pattern cutter. You can clothe unfamiliar anatomies after taking measurements, choose fibers for climate and labor, and produce handsome garments that neither bind nor chafe. Given ordinary tools, your stitches are consistently fine enough to improve the durability and weather protection of anything you make by about a quarter.

Mend Before You Replace [200 CP]

Damage in cloth, leather, felt, fur, flexible armor, bags, ropes, and similar goods tells you how it happened and how best to repair it. Your mends use half the material another expert would need, preserve fit, and do not create a new weak point. With regular care, items under your stewardship age at half their normal rate. Completely missing material must still be replaced, and burned ash is not cloth merely because you remember its pattern.

Fit, Finish, and Grace [400 CP]

Functional design and beauty cease competing in your work. Clothing, armor padding, interiors, furniture coverings, tents, banners, and fine household craft can be made warm, mobile, weatherworthy, and visually coherent at once. You read how color, texture, silhouette, and repeated motif shape a room or community’s identity. People using spaces and garments you designed experience less fatigue and distraction because the practical details fit them.

Patterns Outlive Kingdoms [600 CP]

Careful study lets you reproduce and adapt any wearable or flexible crafted object whose materials you can obtain. Exotic fibers, hides, and textiles retain their native properties under your hands instead of being ruined by ordinary methods. A masterwork you personally design may meaningfully improve two of the following beyond what its materials normally allow: warmth, durability, encumbrance, weather sealing, concealment, ease of movement, or ease of repair. The improvement is substantial but not magical unless the materials or techniques already are. You cannot sew fireproofing from dry flax, but salamander hide will not lose its fireproofing because you cut it.

ITEMS AND PROPERTIES

> *Own little. Know everything you own. If fortune gives you more, build shelves.*

You have 400 IP in addition to your CP. The 100 IP item belonging to your Origin is free; its other items are half price. Universal items receive no discount.

Unless an entry says otherwise, a lost or destroyed fiat-backed item returns within twenty-four hours in your Warehouse or another secure place you own. If the original still exists elsewhere, it is recalled rather than duplicated. Consumable supplies replenish at the rate stated. Copies you manufacture are real and functional but do not inherit fiat backing. Properties arrive with sound foundations, ordinary fittings, and clear ownership; they do not bring unwilling inhabitants.

Universal Items

The Field Pack [100 IP]

Four sturdy bags, each equivalent to a good hunter's backpack, attach comfortably to your body or gear. Together they add twenty-four spaces to **Grounded Inventory**, or provide the same well-organized capacity without that perk. Contents feel one quarter as heavy while carried, but receive no preservation or suspended-time effect. The bags resist rain, mud, tearing, and small animal theft. They resize sensibly for alternate forms.

Resonator and Cylinder Case [100 IP]

A working resonance chamber, hand crank, and fitted cabinet containing twelve lore-appropriate music cylinders. The machine plays the strange, melancholy recordings of the old world with remarkable warmth. Blank cylinders slowly replenish at one per week, and the resonator can record sound onto them without degrading the original. Recordings are mundane unless the captured sound itself carries power.

Prospector's Kit [200 IP]

A durable prospecting pick, hammer, sample bags, compass, hand lens, waterproof field map, and geology ledger. The pick supports both density searching and local node searching as in the game. The map automatically adds terrain you personally survey, while the ledger compares samples and helps you reason toward likely deposits. It identifies patterns rather than placing glowing markers over ore.

Pouch of Temporal Gears [200 IP]

A leather pouch containing ten genuine temporal gears. Expended gears return to the pouch one year after use. They can restore personal stability, establish or reset your Seraph return point during this Jump, repair compatible translocators, fuel purchased temporal devices, or serve an equivalent anchoring function in future settings. A gear cannot be spent twice before it returns, and giving one away does not duplicate it.

Rift Ward [200 IP]

A complete Jonas rift ward with a mounting base and instructions. When supplied with a temporal gear, it suppresses ordinary rifts and lesser spatial incursions within fifty meters for twenty-one days. Larger disturbances are not erased, but the ward sounds a clear warning and makes their arrival less abrupt. It retains the canonical 2.5 percent chance of failing to block a rift; careful maintenance by someone with **Falx's Difficult Inheritance** removes that flaw. Fiat repairs ordinary destruction.

Night-Vision Mask [400 IP]

An intact old-world mask that provides clear monochrome sight in darkness. Its elucidation lens outlines nearby temporal creatures and active Jonas mechanisms through darkness or visual distortion, though not through solid walls. It occupies the head slot and offers no meaningful armor. A temporal gear powers it for twenty-four hours of actual use. One fitted gear is included and reforms in the mask seven days after exhaustion, or you may insert another. Its lenses keep out dust, sparks, and glare; disease and direct blows remain your concern.

Commoner Items

Commoner's Kit [100 IP]

A bronze axe, shovel, knife, scythe, watering can, cooking pot, crock, bedroll, lantern, and sensible work clothes for every season. The tools are never worse than well-maintained bronze and repair overnight when broken. Once per week the kit supplies a small parcel of twine, salt, soap, lamp oil, and other household consumables. It is not glamorous. Glamour is a poor substitute for a cooking pot.

Seeds for a Second Spring [200 IP]

A dry cabinet containing viable seed and propagation stock for Vintage Story's grains, vegetables, legumes, fiber crops, fruit trees, berry bushes, and common culinary herbs. After this Jump it adds non-sapient domestic food plants from each world you visit, provided you obtain and successfully grow a specimen. Withdrawn stock replenishes after one year. The cabinet prevents cross-contamination and includes plain cultivation notes, not supernatural farming secrets.

The Deep Cellar [400 IP]

A stone cellar with insulated chambers for grain, roots, fruit, cured meat, cheese, drink, seed, and ice. Food stored correctly within spoils at one tenth its normal rate, while fermentation and aging proceed only when you want them to. Shelves, sealed crocks, barrels, hooks, drainage, and a dumbwaiter are included. The cellar attaches beneath a property you own and expands its entrance safely if your stores outgrow the first room.

A Valley with Good Bones [600 IP]

Two square kilometers of temperate country follow you as a property: fertile bottomland, mixed woods, a clean perennial stream, clay, peat, varied ordinary stone, and modest but renewable deposits of common metal ores. Seasons are challenging rather than ruinous, and temporal stability is high. No people or buildings are included. In future worlds the valley may attach to your Warehouse or appear beyond an existing frontier, adapting its ecology without becoming an invasive disaster.

Hunter Items

Hunter's Set [100 IP]

A recurve bow, two spears, a hunting knife, warm camouflage clothing, and a quiver that produces twenty-four high-quality arrows each dawn. The bow adjusts to your strength, while the clothing shifts pattern and insulation to suit the current environment. Nothing makes the arrows supernatural; they are simply straight, sharp, and reliable.

The Sailboat [200 IP]

A one- or two-person sailing boat modeled after the sturdy craft introduced with the Journey update. It handles rivers, lakes, coasts, and moderate seas, includes watertight storage and basic fishing equipment, and can be hauled by a large mount or wagon. Once beached, accumulated damage mends fully overnight. It cannot cross an ocean on courage alone, but it is much more seaworthy than its size suggests.

Antler-Crowned Elk [400 IP]

A great riding elk with tack, saddlebags, and a patient dislike of unnecessary danger. It is strong enough for two riders or a useful load, sure-footed in forest and snow, and intelligent at the level of an exceptional working animal. If slain, it returns healthy after one week. You may choose another mundane rideable species of comparable ability in future Jumps, but the animal never becomes sapient unless separately uplifted.

Atlas of Tracks and Weather [600 IP]

A large waterproof field atlas updates as you and willing contributors explore. It records terrain, climate, migrations, safe crossings, seasonal hazards, and the broad distribution of useful plants, animals, stone, and ore from direct observation, supplied maps, and travelers' reports, marking how reliable each conclusion is. Once enough of a region is known, it can forecast ordinary seasonal weather and migrations, compare promising search grounds for a stated need, and propose routes suited to a particular party. False reports remain possible, but contradictions are flagged. It never reveals an unseen treasure's exact square or predicts singular acts of fate. It makes wilderness legible without making it small.

Malefactor Items

Whitewood Mask and Sling [100 IP]

A carved whitewood mask, a balanced sling, and a pouch that replenishes thirty glandes or suitable stones each dawn. The mask is comfortable, weatherproof, and makes casual witnesses remember your clothing more readily than your face. Deliberate identification, recordings, and unusual senses remain effective. The sling folds into the mask's strap and hits like a weapon made by someone tired of being underestimated.

Cracked Vessel Lot [200 IP]

Seven cracked storage vessels appear each month in a locked shed or Warehouse room. Opening one yields a small cache appropriate to the current setting: preserved food, ordinary tools, salvage, clothing, local currency, components, or household valuables. Most are useful rather than rare. A genuinely unusual but non-unique find appears once or twice per year. The lot never produces unique artifacts, living beings, ownership deeds, or items whose possession would automatically doom you.

The Peddler's Wagon [400 IP]

A covered wagon with a compact camp, folding stall, hidden compartments, secure storage, repair bench, gold pan, small still, and space for trade goods. One sturdy draft animal is included and returns with the wagon if lost. Compartments are difficult to find without knowing their mechanism but do not defeat supernatural inspection by fiat. The wagon's shelves subtly rearrange to keep merchandise accessible and road damage repairs itself overnight.

The Road of Rusty Gears [600 IP]

Six trader outposts appear in each future setting, placed along sensible routes and separated by at least a day's travel. Their independent, consenting inhabitants trade ordinary regional goods, pay fair prices, maintain beds and stables, and share rumors gathered from travelers. They recognize rusty gears or one common local currency. Their rare stock can be interesting, never unique or world-breaking, and must still be bought. If the setting cannot support public outposts, they attach to your properties instead.

Clockmaker Items

Tuning Spear and Hacked Locust [100 IP]

A tuning spear is paired with a friendly hacked bronze locust. The locust follows simple instructions, defends you, carries a small load, illuminates dark spaces, and understands commands to follow, wait, assist, or return. A careful tap from the spear diagnoses its condition; metal parts repair it and can revive it while its remains are recoverable. The spear can hack another compatible locust, though only one remains bound to you at a time unless another ability says otherwise, and this purchase lets you use those modes regardless of Origin. If your companion locust is destroyed beyond recovery, it rebuilds beside the spear after one week.

Mechanist's Bench [200 IP]

A precision workbench with vise, gauges, fine tools, small lathe, drill, casting equipment, drawers of standard stock, and excellent lighting. Common screws, wire, springs, bearings, lubricants, and simple clockwork components replenish weekly. The bench can analyze tolerances and project an exploded view of a device placed upon it, but labels only parts whose function you understand.

Millwright's Hall [400 IP]

A stone-and-timber workshop built around interchangeable wind and water power. It includes a quern, pulverizer, helve hammer, grinding wheel, saw, pumps, clutches, transmissions, large gears, and spare shafting. The system demonstrates safe, efficient mechanical layouts and can be disassembled for transport. A suitable stream runs past the property; in places without one, a strong and seasonally variable wind replaces it.

Terminus Array [600 IP]

A stable translocator hub and four placeable pylons. A fueled pylon can connect to the hub from anywhere in the same world or dimension. After a ten-second activation, one passage carries up to eight human-sized travelers and their personal loads, or one metric ton of unattended cargo. Each one-way passage consumes one temporal gear or an equivalent rare spatial fuel. One additional pylon appears at the beginning of each Jump, to a maximum of twelve. The array cannot cross dimensional boundaries, timelines, or sealed cosmologies without being rebuilt using local principles.

Blackguard Items

Blackguard Arms [100 IP]

A black bronze shortsword, round shield, heavy mining pick, and practical gambeson. Each is balanced to you and returns to fighting condition overnight. The shield can be planted as a small brace, the pick is a respectable weapon in desperate hands, and the gambeson fits beneath later armor without binding. Decoration remains severe enough to discourage conversation.

The Armor Rack [200 IP]

A fitted suit of high-grade steel plate with mail, padding, helmet, and optional shield stands on an oak rack. It adjusts to your form, reduces its own encumbrance by a quarter, and repairs one tenth of accumulated damage per hour while returned to the rack. Once per Jump you may have the suit reforged from a superior mundane metal you supply, permanently adopting that material until reforged again.

Stormcellar Bastion [400 IP]

A compact stone refuge with firing positions, reinforced doors, internal well, stove, bunks for twelve, two weeks of plain emergency food, and a warded lower chamber. The walls resist monsters and artillery appropriate to a fortified medieval structure; the lower chamber also muffles lesser temporal storms and hostile spatial effects. Supplies replenish monthly. It is a place to survive a siege, not a palace from which to ignore one forever.

The Forlorn Armory [600 IP]

A defensible compound containing smithy, drill yard, stores, infirmary, and maintained arms and armor for fifty ordinary soldiers. The equipment adapts to a practical local technological level but never arrives above excellent mundane quality. Ammunition, medicine, and damaged kit replenish over one month. No soldiers are included. Training people, earning loyalty, and deciding what the force should defend remain your work.

Tailor Items

Needle, Shears, and Sewing Kit [100 IP]

An excellent set of tailoring, weaving, leatherworking, cobbling, and dyeing tools in a compact case. The needles never dull, the shears cut cleanly through any material your strength could reasonably work, and common thread, pins, chalk, wax, and fasteners replenish weekly. A folding measuring tape can take the dimensions of a willing wearer or inanimate pattern with perfect accuracy.

Cabinet of Cloth and Color [200 IP]

A many-drawered cabinet provides a monthly supply of wool, linen, leather, fur, felt, silk, dyes, mordants, batting, cord, and notions sufficient to clothe a large household. Materials are excellent but nonmagical. In future settings the cabinet adds common local textiles after you place a sample you have obtained within, keeping dangerous fibers isolated until you know how to handle them.

The Traveling Atelier [400 IP]

A warm, well-lit wagon or Warehouse suite contains looms, spinning wheels, cutting tables, mannequins, dye vats, washing equipment, leather benches, mirrors, storage, and a tiny showroom. Tools rearrange themselves to suit the current project, and dust or spilled dye never migrates beyond the work area. Up to six craftspeople can work comfortably without obstructing one another.

The Hall of Hands [600 IP]

A beautiful but practical guildhall supports tailoring, weaving, dyeing, leatherwork, embroidery, upholstery, and related fine crafts. It includes classrooms, dormitory space, archives, display rooms, material stores, and workshops sized for forty learners and masters. Patterns placed in the archive are preserved, indexed, and translated into clear instructional diagrams. No staff are included, but people taught here learn manual crafts about twice as quickly and retain respect for maintenance rather than merely spectacle.

COMPANIONS

> *No winter is shorter alone. Choose people who will tell you when the roof is foolish.*

Companions remain people. No purchase forces affection, erases disagreement, or turns a living person into property.

Bring the Household [50 CP each / 200 CP for up to eight]

Import existing companions. Each receives one free Origin, 600 CP, and 200 IP to spend here. They may take a free Seraph form or remain as they are. Companions may not take Drawbacks, transfer points, or buy further companions.

A New Name in the Ledger [100 CP each]

Create an original companion suited to the setting. They receive the same allowance as an imported companion and enter with a modest local history of their choosing. You may define their broad identity and relationship to you, but they possess independent judgment and room to change.

Names Already Written [100 CP]

Up to eight canonical residents may become companions if you meet them, complete the events necessary to reach them, and freely earn their agreement. This purchase supplies chain awareness, fiat-backed translation, and the ability to travel onward; it does not bypass persuasion or rescue. Tobias, Agnieszka, Gerhardt, the Treasure Hunter, and even stranger beings are possible only if their own nature and choices permit it.

Travelers Who Might Share Your Fire

The following original companions cost 100 CP each. They are affectionate tributes to recognizable styles of community play—patient teaching, monumental building, quiet wandering, permadeath efficiency, experimentation, and lore hunting—not depictions of, or endorsements by, any real creator. Each receives 600 CP and 200 IP as above.

Kura Alder, Keeper of the Long Notebook [100 CP]

Kura can turn a first-night lean-to into a homestead and a homestead into a village without losing the thread between them. She is patient with beginners, meticulous about labeling stores, and happiest when explaining why a small foundation choice will matter three winters later. Her sketchbooks fill with cutaway mills, roof profiles, cellar airflow, and chisel motifs drawn from whatever country she enters.

Her vice is improvement. Kura can spend a week rebuilding a perfectly adequate wall because the door rhythm displeases her, and she feels personally responsible for every visitor who ignored the tutorial she gave them. She favors the Commoner's settlement craft with a Tailor's eye for finish. Ask her to make a ruin livable and she will ask whether you have considered making it beloved.

Sol Eisen, Who Builds Past the Horizon [100 CP]

Sol thinks in districts rather than rooms. Give him a cliff, an old road, and unreasonable stone, and he sees terraces, markets, workshops, bridges, and a civic silhouette worthy of the labor. He keeps monumental work coherent while giving every worker a part they understand.

He hates abandoning places. A temporary camp becomes a gatehouse, a gatehouse a road, and the road a town. He takes damage to shared work personally and accepts retreat only when the structure cannot be saved. Sol leans Commoner or Blackguard according to what the next wall must do.

Ash Tannar, the Quiet Supper [100 CP]

Ash is a soft-spoken hunter, herbalist, fisher, and cook who notices when a forest has gone silent before anyone else notices the forest. She prefers small cabins, long walks, good stews, and tools repaired before they complain. Frightened animals settle around her, and frightened people often do the same without realizing why.

She mistrusts grand mysteries and has been known to delay an expedition because the berries are ripe now and the ancient door will remain ancient tomorrow. This is usually wisdom. Occasionally it is maddening. Ash makes an excellent Hunter and takes genuine pride in returning from dangerous country with everyone fed.

Garet Beyond, Counter of Chances [100 CP]

Garet treats each life as the only one available. He plans exits, measures food in days, keeps duplicate tools apart, and can reduce a messy survival problem to a ruthless sequence of necessary actions. Under pressure he is fast, brave, and almost offensively efficient. If a route can be made safer by ten minutes of preparation, the preparation is already underway.

He has little patience for decoration, speculative expeditions, or the phrase "it will probably be fine." Seraphic return unsettles him; he thinks resurrection encourages bad habits and will say so after dragging your possessions back from the thing that killed you. Hunter and Blackguard both suit him. Earning his support for a beautiful risk is possible, but bring numbers.

Vellum "Vell" Muir, Friend of the Small Gear [100 CP]

Vell is a clockmaker with the temperament of a tutorial written by a fox. He explains mechanisms clearly, remembers obscure edge cases, and builds little test rigs before trusting a grand claim. Windmill gearing, locust behavior, ore distributions, and the precise failure mode of your latest invention all interest him equally.

Unfortunately, "controlled test" is a phrase he applies generously. Vell will poke a dormant machine if he believes the resulting disaster will settle an argument, and his jokes become worse in direct proportion to the danger. He favors Clockmaker purchases and would like the record to show that the rift was already making that sound.

Nedric Sable, Reader of Rust [100 CP]

Nedric collects journals, recordings, inscriptions, and the uncomfortable gaps between them. He is a compelling storyteller, a careful ruin explorer, and an excellent companion when old lore must be assembled without sanding off its contradictions. Temporal phenomena frighten him, but never quite enough to keep him away.

He withholds theories until he can present them at the most dramatic possible moment. This habit is charming beside a fire and intolerable while standing on a collapsing bridge. Nedric leans Malefactor or Clockmaker. He will respect a decision to seal dangerous knowledge, after asking to copy it one final time.

DRAWBACKS AND TOGGLES

> *Do not bargain with hardship until you have counted the grain.*

You may gain no more than **1,000 CP** from Drawbacks. Toggles grant no points and do not count against the cap. Drawbacks last for this Jump, override conflicting purchases, abilities, world settings, mods, and outside assistance as necessary to preserve their stated burden, and cannot be solved permanently before their intended duration. They create adversity, not hidden failure conditions.

Toggles

Another Edition [0 CP]

Choose another official release of Vintage Story as the basis of the Jump. Mechanics, world generation, and published story adjust accordingly. Purchases retain the useful scope written here even if their inspiration did not yet exist in that version. **The Rusted Road** may only be taken if the chosen release contains both published story chapters.

A Quiet Wilderness [0 CP]

Remove the supernatural story. There are no drifters, rifts, temporal storms, Jonas devices, Rot mysteries, or rust world; only demanding wilderness survival and ordinary ruins remain. You may keep a seraph's appearance, but the free local return is absent. Purchases that mix mundane and temporal functions retain only their mundane portions during this Jump; functions involving rifts, resurrection, flux, or teleportation remain dormant until departure rather than becoming arbitrary replacements. You may still buy them for later worlds. You may not take temporal Drawbacks or **The Rusted Road** scenario.

Open Server [0 CP]

Other willing Jumpers may enter as co-players. Each participant makes a separate build from this document, pays for their own imports, and is judged separately for Drawbacks and Scenarios. Existing companions who are not making their own build still require **Bring the Household**. A participant's outside resources cannot be loaned or exploited to evade another person's Drawbacks, and **Old World Rules** seals them for anyone who takes it. Agree on world settings before arrival; no participant receives CP from another person's hardship.

Modded Country [0 CP]

Select a mutually compatible set of publicly available Vintage Story mods before arrival. Their content becomes part of the world but is not automatically fiat-backed or included in purchases. Mods cannot award points, provide creative or administrator powers, negate Drawbacks, or waive Scenario obligations unless your Benefactor explicitly approves that change before anyone makes a build. If a mod changes canon or difficulty, settle the interpretation plainly before the Jump begins.

Drawbacks

No Handbook [+100 CP]

The in-world handbook, recipe search, mental record from **The Handbook Opens**, and comparable external reference conveniences are unavailable. You may keep ordinary memories and handwritten notes. Knowledge perks still teach what they promise, but unfamiliar recipes and materials must be learned from experiment, people, or surviving records.

Food Turns [+100 CP]

Food spoils twice as quickly, pests are more persistent, and sealed storage requires real inspection. Fiat-backed food supplies replenish normally but decay after withdrawal. Preservation still works and can overcome the problem; it simply becomes a central occupation rather than a chore completed once.

Cold Start [+100 CP]

You arrive six weeks before the first hard frost with no established shelter, field, or local allies. Your free starting provisions remain one meal. Purchased properties exist, but they begin at least three days' difficult travel away and must be reached.

No Mark on the Map [+100 CP]

Coordinates, minimaps, automatic waypoints, death markers, and supernatural "you are here" effects fail. Paper maps, landmarks, compasses, stars, memory, and the **Atlas of Tracks and Weather** still work, but the atlas only records what is honestly surveyed.

Ravenous [+200 CP]

Your hunger drains half again as quickly, hard labor costs proportionally more, and nutrition reserves require a genuinely varied diet to maintain. You can still become healthy and well fed. You must simply build an economy capable of supporting the appetite.

Poor Prospects [+200 CP]

Useful ore deposits are rarer, smaller, and more widely separated. Prospecting readings contain more geological noise, though they never lie outright. Surface copper still exists somewhere within a survivable search radius, and skill can solve the problem. Guaranteed deposits in purchased properties are reduced to scattered, modest seams and renew at half their stated rate.

Beasts with Long Memories [+200 CP]

Predators are more aggressive, coordinate better within their natural behavior, and may track a person who wounded or robbed them for days. Wild animals take twice as many generations to domesticate. They do not gain human intelligence or spawn from empty air.

Worn Thin [+200 CP]

Mundane tools, weapons, armor, clothing, and mechanisms lose durability twice as quickly. Maintenance can prevent sudden failure, and fiat-backed items still return or repair on their stated schedule, but nothing stays ready merely because it was expensive.

Winter Has Teeth [+300 CP]

Every winter lasts roughly two months longer than local ecology suggests. Cold snaps are deeper, snow accumulates, forage vanishes, livestock consume more fodder, and marginal crops fail. The growing season remains long enough for careful agriculture in your chosen region. Warm climates receive an equivalently punishing dry or storm season.

Rift Weather [+300 CP]

Temporal activity follows your broad region. Rifts form near routes you use, storms arrive several times each year, and long-settled camps slowly lose stability unless protected. Wards and good judgment help, but you cannot permanently drain the phenomenon during the Jump.

The Rusted Host [+300 CP]

Drifters, locusts, bells, shivers, and other temporal enemies are more numerous and tactically alert. They learn the visible layout of frequently attacked defenses and test different approaches. They remain limited by their actual bodies and senses; this makes them dangerous, not omniscient.

The Long Road [+300 CP]

Story sites, specialist traders, crucial biomes, and rare resources lie several times farther apart. Repaired translocators connect inconveniently and sometimes require an extra temporal gear. Journeys become expeditions, and maintaining more than one settlement becomes a question of roads, boats, stores, and trust.

Mortal Clay [+300 CP]

Available only if you take the free Seraph form. The setting's local return and every resurrection, extra life, save point, or death-reversal ability you possess are suppressed for this Jump. Death is final by normal chain rules. You may still be healed or revived before biological death has fully occurred.

Wilderness Survival [+400 CP]

The world adopts a severe survival configuration. Your natural health is greatly reduced, hostile creatures hit harder, temperature tolerance narrows, hunger rises faster, food preservation weakens, and several forgiving world settings are disabled. This cannot be combined with **Food Turns**, **Ravenous**, **Beasts with Long Memories**, or **Winter Has Teeth**; it replaces them with one broad, coherent difficulty.

The Rot Returns [+500 CP]

At the beginning of your third year, the Rot reappears among scattered human settlements. It spreads through close contact and contaminated food, causes fever, wasting, confusion, and social collapse, and has no known cure at the start. It resists instant purification, effortless mass vaccination, and any attempt to erase the outbreak as a problem before the tenth year. Individual cases can be prevented, treated, or even cured through powers or hard-won research, but the wider crisis continues to demand quarantine, sanitation, food security, investigation, and difficult cooperation. You cannot simply leave the affected continent until the tenth year.

Old World Rules [+600 CP]

All powers, perks, items, properties, and Warehouse access from before this Jump are sealed. Existing companions cannot enter unless purchased through **Bring the Household**; any who are imported are likewise limited to their chosen local body and purchases from this document. You must use the local Seraph form or an ordinary human body. An existing form may be retained cosmetically, but its physical and biological advantages are reduced to the local human or seraphic range. Purchases from this document function normally, as do skills you could plausibly have learned without supernatural assistance, though perfect external memory aids are sealed. Nothing acquired, activated, or borrowed after arrival can reopen or reproduce what was locked until the Jump ends.

SCENARIOS

> *A life can be measured by winters. A legacy is measured by who sees the next spring.*

Scenarios are optional and grant no CP. You may take both if you are prepared to build a home while walking the old road. Scenario obligations remain even if a Toggle or Drawback would make them impossible, so incompatible combinations cannot be chosen.

The First Ten Winters

The old world left monuments. You will leave proof that people can live.

Beginning with your arrival site and actual local labor, establish a settlement that survives ten full winters. Imported abilities and equipment may protect and teach, but purchased properties cannot simply be declared the settlement and external stockpiles cannot replace its milestone production. The following must be achieved using predominantly local materials, residents, and infrastructure:

- By the end of the first winter: warm communal shelter, safe water, sanitation, a working cellar, preserved food through spring, and local bronze production.
- By the end of the third winter: stable fields and herds, iron production, a wind- or water-powered workshop, written records, and a reliable route to at least one outside community.
- By the end of the fifth winter: at least twenty willing permanent residents, several distinct trades with apprentices, defensive and fire plans, surplus sufficient for sustained trade on terms neighboring communities will accept, and a process for resolving disputes without your personal decree.
- By the end of the tenth winter: the settlement must still be inhabited, provisioned, maintaining its own skills, and capable of surviving your absence for a year.

Residents need not adore you or imitate your politics. They must choose to remain and have a credible life beyond serving the scenario. War, disaster, and the Rot do not automatically fail the challenge if the community endures.

Reward — First Settlement

At the Jump's end, a restored copy of the settlement becomes a following property. Its fields, cellars, workshops, defenses, roads, local water, and ordinary resource sites recover gradually from use and damage. Residents who knowingly and freely wish to continue may come as followers with full awareness that they are leaving their world. Anyone who remains behind is not copied; the property creates no duplicate people.

If you purchased **A Valley with Good Bones**, **The Deep Cellar**, **Millwright's Hall**, **Stormcellar Bastion**, **The Traveling Atelier**, **The Hall of Hands**, or **The Road of Rusty Gears**, you may integrate them into this property instead of receiving awkward duplicate buildings. Integrated purchases expand to serve the settlement and keep all their original functions. The property may attach to your Warehouse or enter a future world beyond settled borders.

The Rusted Road

The message in the Archives was meant for Tobias. Carry it farther than the dead could.

Complete the full route of the two published story chapters:

- Find the Treasure Hunter's lead and enter the Resonance Archives.
- Overcome or bypass the Immobilized Eidolon, recover the expedition's message, and preserve enough evidence to understand what happened there.

- Follow the trail through the Lazaret to Nadiya. Deal honestly or dishonestly as you please, but obtain the knowledge needed to proceed without destroying the community that holds it.
- Cross the Devastation, learn to use its time-switching machinery, confront or outwit Erel, and recover the Lens.
- Reach Tobias, deliver the message, and leave with both his account of the past and a working plan for the rickety translocator.

The road does not care whether your hands are clean. Payment, theft, secrecy, threats, and violence remain possible where they could plausibly succeed. What matters is completing an unbroken chain of knowledge. Killing a necessary witness before learning what only they know, destroying the Lens, or reducing the route to an unexplained pile of artifacts fails the scenario because the road no longer reaches its destination.

Reward — The Lens of Two Moments

You receive a stabilized Lens and a placeable anchor. Only one anchor may be active at a time. On its first deployment in each Jump, it may be attuned to a bounded area no larger than two hundred meters across. It records the nearest historically intact state of that place and creates a safe temporal echo that authorized people can switch into and out of while remaining inside the boundary.

The echo is excellent for traversal, investigation, shelter, and seeing how a ruin once fit together. Objects and people within it are noninteractive records: nothing may be stolen from the past, no ancestor can be warned, and changes do not rewrite history. Living occupants of the present are not copied. The anchor may be relocated and retuned once per year, erasing the former echo. Effects capable of sealing time can prevent deployment, but ordinary temporal instability cannot corrupt the Lens.

WHEN THE TENTH WINTER ENDS

> *Every road ends at a door. Wisdom is knowing which side contains your unfinished work.*

At the end of ten years, choose one.

Go Home

Return to the world from which your chain began, keeping everything you purchased and earned according to ordinary Jumpchain rules. Time there resumes as your chain normally provides.

Remain

Stay in Vintage Story. Drawbacks end, sealed abilities return, and you may live out your future here. Your chain ends unless your Benefactor has made another arrangement.

Continue

Step onward to the next Jump. Companions and willing followers travel according to your chain’s rules. The country behind you continues without needing to freeze into a save file.

NOTES AND RULINGS

> *Write the rule clearly while the fire is bright. In darkness, people remember only the part that favored them.*

Canon and the Edge of the Map

The classes, survival systems, major technologies, temporal concepts, named story route, and broad history in this document are grounded in Vintage Story. Perks translate gameplay abstractions into useful abilities. Following properties, replenishing supplies, custom companions, and scenario rewards are deliberate Jumpchain extrapolations. They are bounded to preserve the setting's emphasis on preparation, material limits, and human-scale labor.

No original purchase is intended to reveal the unpublished continuation of the game's story. The rickety translocator is the current edge of the road.

General Mechanical Rulings

- Percentages describe practical improvement under comparable conditions, not a new law of physics. They help a reader judge scale.
- Craft perks supply competence, judgment, and safe technique. Raw materials, time, energy, and specialized infrastructure remain necessary unless an item says otherwise.
- "Mundane" means non-supernatural for the current setting. A future world's common powered cloth or alloy may be stocked by an adapting item if it is common, non-unique, and comparable to the entry's intended tier.
- Property resources renew slowly enough to support responsible settlement-scale use, not industrial strip mining or infinite resale.
- Temporal purchases interact with analogous time, space, or dimensional systems in future worlds, but they do not automatically override a setting's supreme entities, sealed cosmology, or explicit anti-teleportation rules.
- **Returning Seraph** is the only purchase here that grants repeatable post-Jump resurrection. The free Seraph return is local to Vintage Story.
- Companion allowances are separate. Unspent companion points vanish at the end of creation.
- Scenario rewards do not count as items for discounts and cannot be sold back for points.

A Few Sensible Combinations

The First Hearth After the End tells you how to organize a settlement; **The First Settlement** gives a successful one continuity. It does not supply instant loyalty or erase the ten-winter requirements.

Falx's Difficult Inheritance can maintain the **Terminus Array** and remove the rift ward's failure chance, but it does not eliminate fuel costs or the Array's same-world limit.

A Ruin Is a Ledger and **The Lens of Two Moments** are complementary: one reads physical evidence, while the other displays a bounded historical record. Neither allows changing or looting the past.

Patterns Outlive Kingdoms can preserve supernatural material qualities, but **Cabinet of Cloth and Color** only restocks ordinary local textiles. Rare magical fiber must first be obtained and remains subject to whatever source the chain provides.

SOURCES AND ACKNOWLEDGMENTS

> *The dead deserve credit. So do the living who kept better notes than we did.*

This document is a non-commercial fan work. Vintage Story, its setting, art, text, characters, and game mechanics belong to Anego Studios and their respective creators. Jumpchain is a collaborative fan format. No endorsement is claimed.

Research was conducted against the current official site, development news, and Vintage Story Wiki in July 2026. The wiki may include community-maintained details and story spoilers.

Official Overview and Releases

- Vintage Story — official site
- Official development news and release posts
- v1.22.4/5 — Server safety patch and current stable release
- 1.22.0: Fishing, Mechanisms, Metalworking and More
- 1.20.0 Lore Update: The Journey

World, Survival, and Craft

- Vintage Story Wiki — main page
- Classes
- Player and seraphs
- Knapping
- Clay forming
- Smithing
- Chiseling
- Cooking
- Food preservation
- Farming
- Animal husbandry
- Seasons
- Temperature
- Ore deposits and prospecting
- Mechanical power
- Steel making

Lore, Temporal Systems, and Story

- Spoiler-light lore guide
- Story event
- Resonance Archives
- Tobias
- The Devastation
- Lore books
- Temporal stability
- Hostile entities

- Jonas parts
- Temporal gears
- Rift ward
- Night-vision mask
- Tuning spear
- Locusts and hacked locusts
- Translocators
- Erel
- Resonator

Community Inspiration

The six original traveler companions draw only from broad, public-facing play styles associated with well-known Vintage Story creators, particularly Kurazarrh, Solstin, Ashantin, GGBeyond, Mischief of Mice, and NeddyTheNoodle. They are fictional characters with different names, histories, traits, and flaws; they are not intended as portraits of those people. Thanks are also due to the wider Vintage Story community whose guides, builds, experiments, and lore discussions make the game easier to learn without making it less mysterious.

Edition Note

Vintage Story: A Jumpchain Almanac — Version 1.0, First Edition

Canon reference point: Vintage Story 1.22.5, with story Chapters One and Two published.

Prepared July 2026.

Now close the book. Dawn is enough light to begin.