

GemCraft – Chasing Shadows

Jumpchain CYOA v.2.6

I'd welcome you to this world jumper, but there is not much left to welcome you to. The Forgotten, an ancient and unkillable demon, is ravaging the lands with her unending armies of monsters. The common people have been forced to abandon their homes, and the wizards of this world have retreated to their sanctum at the Spiritforge. The empty towers and shattered crystals that dot the landscape stand as bleak reminders of this world's plight. Should the Forgotten defeat the wizards at their forge her shadows will cover the world forever, and she will reign omnipotent for all time. You arrive as a certain possessed wizard takes a walk through the scythe gate. Perhaps an interdimensional adventurer would be willing to intervene in the fate of this world?

+1000cp

Origins:

Roll 1d8+20 for age, and keep your sex from the previous jump. You may pay 50cp to change either, or 100cp to change both.

Wizard: -100cp

You are one of the few remaining wizards of this world, and likely have memories of countless hours of study on magic and strategy. The magic of this world is more hands off than most and specializes in creating defensive towers and traps. You will start in small village out in the wilderness that you were tasked with defending. The populace has recently evacuated, and you can see an army of monsters on the horizon. If you act quickly you will have time to prepare your defenses.

Forgotten Aspirant: -100cp

For some reason you had decided to reject the teachings of the wizards to pursue your own path to power, and what on this world is more powerful than the Forgotten? Through long research and experimentation you have emulated her methods of creating monsters and are ready to make your mark on this world. You start in your lair in the outlands, but be circumspect with your machinations and always watch your back as the Forgotten is unlikely to tolerate rivals.

Apparition: (free)

Apparitions are the spirits of a dead wizard that appear as very large bank of mist roughly shaped like a ghost, but they normally lack any memories or personality. As such apparitions make no age roll and receive no memories – aside from those relating to the use of their purchases. As a being of mist and magic you may fly and flow around objects, but you will have difficulty interacting with things physically. By casting aside your earthly tethers you have also deepened your connection to magic making it easier to use the magic of this world in new and interesting ways. However this has left you more vulnerable to magic as well. The wizards of this world also make a habit of killing apparitions as they see it as laying their dead comrades to rest, so be carefull. You will begin near the ruins of a wizard's keep scarred by a long ago battle.

Key Perks:

GemCraft: -200cp (free to Wizards and Apparitions)

The signature magic of this world. Through mana you may create gems of varying colors with each color having their own special ability in addition to their basic damage. The attacks of red gems chain to hit multiple enemies. Yellow gems have a chance to critically strike for massive amounts of damage. Orange gems give you a small bit of mana whenever they strike enemies. Green gems deal poison damage over time. Cyan gems suppress an enemies healing factor by a certain degree, and they can even remove it entirely for a time. Blue gems slow the movements of enemies on hit. Armour tearing purple gems reduce an enemy's defenses with each hit. Finally black gems are bloodbound gaining damage over time based on the number of attacks they have made, and white gems are poolbound gaining strength dependent on your maximum mana.

Normally gems need to be socketed into a structure to make use of their abilities. Towers strike out at foes in range with energy blasts, traps sunk into the ground do very little direct damage but apply special abilities more powerfully, and amplifiers surrender offensive power to boost the effects of other structures. Gems may also be used as bombs to deal a large amount of damage at once. When gems are broken or used as bombs they release gem wasps, small ephemeral insects of solid mana, that will swarm nearby enemies before fading out of existence a short while later.

Gems may be upgraded with an investiture of mana, but the cost quickly becomes prohibitive. They may also be fused together for various effects. Two gems of similar level when combined will create a single gem one level higher. Multicolor gems can be made through fusion and have increased raw power at the cost of weakening their special abilities. Fusing lesser gems into stronger ones boost their attack slightly though not as much as a full level. Gemcraft is a nuanced art that requires intelligent planning and preparation for the most effective and efficient combinations.

The Orb of Presence: (free with GemCraft, mandatory Wizards)

A truly massive blue gem through which wizards work their magic. It allows one to see from horizon to horizon all at once and to work magic across any area within its sight. The Orb of Presence also serves as a mana storage device and generator. As it absorbs your excess mana it will improve itself to increase its maximum storage capacity and boost the mana regeneration rate of those bound to it. Creating an orb is the first thing a wizard does in any battle.

An Orb of Presence has an innate defense ability called banishment that allows it to remove any enemy that touches it from existence at a very steep mana cost. Even with this effect the orb is quite fragile, and if it does not have enough mana to banish an enemy a single strike will shatter it. Without their orb to channel their magics a wizard is almost helpless. Guard your orb carefully.

Apparitions act as their own focus for magic and do not require an orb to cast or use magic at a distance, but they can create an orb if they so choose to benefit from the sight extension, mana storage, and bonus to mana regeneration. If their orb is broken while they are bound to it they will however take massive damage through magic resonance. Having such a deep connection to magic has its downsides.

You may sever your connection to your Orb of Presence, and you may find abandoned ones elsewhere in this world to connect to. Since they're much too large to transport normally you will most likely have to create a new one for every battlefield. You may only be bound to a single orb at a time, and unbound orbs slowly lose their enhancements over time.

Water the Earth: -200cp (free Forgotten Aspirants)

By scattering drops of your blood upon the earth and investing your mana you may give rise to monstrous servants. You may command them as you see fit across any distance, see through their eyes, and treat them as you wish for they are not truly alive. You are only limited by your levels of health and mana and the processing constraints of your mind.

For the moment you may give rise to Swarmlings, Reavers, and Giants, but in the future who knows what you could create. Do be mindful though that the stronger the creature the greater its cost, and some will demand more than blood and mana. After their creation you may also invest mana in monsters you have created to increase their power, but as with gems the cost quickly becomes prohibitive. Monsters you create will not resist your commands, but they are not strictly loyal as they do not have much of a mind of their own. Should your control over them falter they will likely revert to a primal state. If you learn to create more intelligent monsters they will likely follow you as long as you remain stronger than them, but what they would do when not under your control will be hard to predict.

General Perks:

as always perks have a 50% discount with matching origin, and each origin gets their 100cp perks free.

Set the Field: -100cp (Free Wizards)

The wizards of this world are more defense-minded than most, and as such their most basic magic deals with transforming the battlefield. You can now convert mana directly into stone to create walls to funnel your enemies, towers to house your gems, and form traps from the earth. You may also build amplifier towers that sacrifice a gems offensive potential to boost the effects of other gems in range.

Stand Your Ground: -100cp (free Wizards)

You are a one of the few and proud, a wizard of the realm, and as such it is your duty to protect the land and its people. When they come with their hordes unending, when others have long since fled, you will be the one to plant your feet and keep your head held high. Your bravery has been increased, and as long as you act in defense of a place, a person, a people, or even an ideal you will find your magic slightly (but noticeably) stronger. Though this only takes effect as long as you stand in place.

Command and Conquer: -100cp (free Forgotten Aspirants)

There is little point in having an army if one does not have the skill to command it. You may now split your mental processes effortlessly to better manage your minions. You also receive a small boost to your mental processing as well thus allowing you to command more monsters than before. Go forth and let the world know your name.

Blood to Bleed: -100cp (free Forgotten Aspirants)

Watering the earth was not metaphorical, and while bleeding yourself to make use of your powers has been draining it has increased your body's healing factor appreciably. Having to constantly replace blood has also strengthened your immune system, and it is near impossible for you to ever suffer from mundane illness so long as you don't intentionally wallow in filth.

Heavy Artillery: -100cp (free Apparitions)

Without the ability to create towers or traps gems you create can not attack on their own. However, ignoring their original function has allowed you to make gems more volatile and explosive. Your gem bombs do greatly increased damage and have a wider aoe as well as applying their special effects more powerfully. You can even spend a little mana to allow you to launch gems over large distances and add considerable force to their impact damage.

Will Unbound: -100cp (free Apparitions)

Beyond even death you have remained, and while you may not remember your past life the fact stands that you are still here. Still, though you have defied death some things never change, and there will always be those who will try to stop you for one reason or another. Now however they will find it much harder to hold you down or slow your advance. For who are they to tell you to stop when death itself could not?

Intelligent Preparation: -200cp (discount Wizards)

The sheer size of most gems makes them impossible to transport, and restricts a wizard to planning each battle separately. You though have discovered a way to prepare for future battles through the creation of Sparks. A Spark is a palm sized stone that when shattered in your hand gives a temporary boost to your powers. Investing more mana in a spark's creation can increase its effect and duration.

Known Sparks Include:

- Prism Cascade: Instantly increases the charge level of spells and shrines and increases their charging speed.
 - Unearthed Shard: Slowly returns to you the mana used to make it.
 - Touch of Wisdom: Increases experience gained from all sources by a small percent.
 - Stone Supply: Reduces mana needed to create stone from mana and create walls, towers, traps, and amplifiers.
 - Lockdown: Gives you a one use spell that temporarily shuts down a beacon and increases its weakness to damage from all sources.
 - Shrine Scroll: Lets you immediately raise a specific shrine on the battlefield.
- This spark requires the Shrines to My Glory perk.

Superchromat: -200cp (discount Wizards)

As you can imagine color is an important concept to the wizards of this world. As such your visual acuity has been increased, and you are now able to differentiate between even the finest shades of colors. This also increases your affinity with gemcrafting giving you skill with mixing gem colors to get the best results with the greatest efficiency. Though this is only an affinity, and there is still much room for improvement.

Mark, Twist, Possess: -200cp (discount Forgotten Aspirants)

If there is anything you can rely on it is that there will always be those who will do anything for power. You have gained the knowledge of imbuing magic effects into the very being of any willing creature through the carving of a rune and an investiture of mana. Those who you Mark gain a single attribute, those who you Twist gain two, and those who are given three abilities in this fashion are called Possessed. However, those granted abilities find themselves increasingly loyal to you, and with those Possessed being fanatic in their devotion. As always the greater your mana investment the greater the effects.

Known runes and their attributes include:

- Sanctity: A triangle within a diamond, those marked with Sanctity have increased maximum health.

- Resolution: Appearing as a kite shield slashed by two diagonal lines Resolution increases the natural armor rating of any creature.
- Risen: The rune of the Risen is a simple upward arrow and triangle that bestows a powerful regeneration effect to a creature's health.
- Swift: As you'd expect the rune Swift increases the speed of those who bear it. It appears as two right-pointing arrows.
- Martyr: This rune is a simple diamond of bold straight lines. On death a martyr releases an aoe pulse of healing energy centered on them that only affects allies.
- Disunite: One of the more complex runes. Disunite consists of three triangles over a line divided vertically by a downward arrow. Upon death the body of those who bear Disunite dissolve into swarmlings that continue to attack enemies.
- Awry: On death its bearer emits an aoe pulse that causes gems to resocket themselves. Looks like a stylized tower with a solid circle floating above the top, and is one of the few runes that could be passed off as a tattoo rather than random markings.
- Refutation: Your greatest discovery, the rune of Refutation was made by the Forgotten herself to combat the wizards of this world. Those that attempt to banish one bearing this rune must pay a vastly increased mana cost. After this jump this rune negates any instant death effect, hostile teleportation effect, or similar spatial warping/banishment of any energy level less than or equivalent to the mana used in this rune's creation. Though blocking such effects weaken the rune. Despite the refinement of its name it is simply three long and savage slashes carved into the bearer.

To Be Forgotten: -200cp (discount Forgotten Aspirants)

No matter how many times she has been sealed away the Forgotten has always managed to slip free. Through tireless research into the nature of demons you have discovered how, and better yet have emulated her ability. Now the power of bindings that hold you become linked to the thoughts of those that have sealed you away. As times passes and your name fades from their thoughts your bindings will weaken and fade. When your name has passed from memory and your deeds become nothing but fable you will slip free of even the greatest of prisons.

Rain Drops: -200cp (discount Apparitions)

Normally a gem must be of a certain minimum size to be able to function at all. However, your connection to magic allowed you to discover how to make gems function regardless of their size. Though smaller gems are by their nature less powerful and are much more mana intensive to upgrade. You could stick a small gem on a stick to make a wand or even make gem bullets. Small gems spawn a swarm of gem gnats when destroyed, and while they do less damage than wasps they do aim for the eyes and make a good distraction. Sometimes a non lethal approach is necessary, and a light gem rain might be enough to dissuade curious monsters.

Tap the Flow: -200cp (discount Apparitions)

Through strength of will and force of magic you had moved beyond the petty constraints of the physical. By reaching into yourself you may tap the flow of magic that resides within you to greatly increase your mana regeneration for short time. The stronger your will the stronger the effects, but the greater the time you will have to wait before using this again.

Shrines To My Glory: -400cp (discount Wizards)

You have detailed knowledge on the raising and operation of shrines. Shrines charge themselves over time to a maximum of 2 held charges at once, and by sacrificing a gem the shrine consumes a charge to activate. A shrine always applies its effect in a short radius around it as well as firing blastwaves in a straight line that travel for a large distance. When you create a shrine you may configure the direction of the blastwaves, but the default is the eight points of the compass. Reducing the number of blastwaves will concentrate and strengthen the effects of the shrine. Investing more mana in a shrines creation will allow it to hold more charges at once, but their power will always be dependent on the grade of gem sacrificed. All shrines deal damage on hit, but each has a special effect.

Known Shrines and their effects:

- Shrine of Infection: Temporarily suppresses healing.
- Shrine of Blades: Deals additional damage based on enemy's max health.
- Shrine of Wisdom: Generates additional xp based on number of enemies hit.
- Shrine of Focus: Increases charging speed of all spells based on number of enemies hit.
- Shrine of Venom: Deals additional poison damage over time.
- Shrine of Time: Reduces the speed of struck enemies.
- Gem Enhancement Shrine: Does not consume the gem. Increases the damage of the gem based on the number of enemies struck and the damage dealt.
- Shrine of Energy: Generates mana from each enemy struck.
- Shrine of Corrosion: Reduces the armour values of enemies struck.

We Are Amplified: -400cp (discount Wizards)

Your amplifiers can now effect your out of jump magics and items increasing their strength and range. While amplifiers will not give their secondary effects to magics or items that do not possess them they will enhance those traits in those that already do. For example poisons and venom would do more damage under the aegis of a green amplifier, mana draining abilities would be more effective under an orange amplifier, and armour sundering attacks would penetrate deeper within the influence of a purple amplifier.

Beacons of Conquest: -400cp (discount Forgotten Aspirants)

You have detailed knowledge on the creation of Beacons. They are much like Shrines except that they do not require any further input once they are created, and instead apply their effects at steady interval with a pulse of energy in a circular radius. The more mana used in their creation the greater their effects, the wider their aoe, and the more often they pulse. Their loud and steady tempo reminds all who hear it of your power.

Known Beacons Include:

- Healing: Each pulse heals for a percentage of max health.
- Shielding: Grants a single layer of shielding per pulse with each layer negating the damage of a single hostile attack of any strength. Max 10 layers
- Cleansing: Each pulse removes negative status effects from allies.
- Speed: Grants a significant but temporary increase in speed.
- Dissonance: Each pulse causes nearby gems to be resocketed.
- Static: Prevents manipulation of the immediate area through magic that does not originate from its creator or those they have attuned to it. This is a constant effect rather than a pulse. Can only block magic of power less than or equivalent to the mana used in this beacon's creation, and takes damage based on the level of energy blocked.
- Beacon Protector: Reduces the damage dealt to other nearby beacons and structures.

You're Casting Shadows: -400cp (discount Forgotten Aspirants)

During some particularly dangerous and lucky field research you were able to spy on a Shadow, and now after lengthy experimentation are able to create your own. Though Shadows appear as large black apparitions they are the most powerful monsters in this world. Their many abilities include: a massive pool of health, greatly increased speed, short range teleportation, minor independent intelligence and will, casting projectiles that can damage gems, towers, walls, etc, their armor rating increases constantly during battle, they can communicate telepathically with their creator across any distance, they can condense into a tiny and near invulnerable sphere to heal rapidly, and they can Mark, Twist, and Possess monsters you control should you have that ability. Additionally they are partially immune to any status effects that hinder their ability to act ie. slows, staggers, and even a complete time stop can only limit their speed by 50%. Such quality demands great cost however, and as such creating a Shadow permanently reduces your mana pool by the amount used in their creation.

We Swarm: -400cp (discount Apparitions)

Within each gem lie insects born of mana waiting to be released to retaliate on those who would destroy the workings of wizards. Normally these are ephemeral beings that fade quickly as they expend their life force to attack enemies, or simply drop dead after several minutes. Rather than focusing on a gem's primary function you have focused on nurturing the nascent life within. Your gem bombs now spawn larger numbers of gem wasps that do vastly increased damage and even apply a weaker version of their gem's special effect. Greatest of all these gem wasps are now independent beings in their own right. They do not fade over time, will continue to attack enemies until they are killed, and will seek out new targets of their own volition.

Spectral: -400cp (discount Apparition)

You have grown strong enough that the wizards would classify you as a Specter, and as such you have a wider variety of abilities at your disposal. Should you be a wizard or forgotten aspirant perhaps you have just researched Specters enough to mimic their powers. Regardless, you gain the ability to drain mana from objects (or beings) through physical contact, and with practice you will be able to drain energy more quickly. Eventually you will even be able to drain and absorb other types of energy that you possess. Your gem bombs and the wasps within also benefit from this and are now able to drain energy dependent on a percentage of damage they inflict and use it to increase their damage.

Enduring Eternity: -600cp (discount Wizards)

Through study and devotion you have mastered the art of gem creation. You are one of the few wizards of this world that can craft a copy of the True Gem of Eternity, and that has the strength and knowledge to use it. Though they lack the power of the original through great effort you may seal any spirit, being of magic, or similar mostly non-physical entity within the gem forever. Your studies into the True Gem of Eternity has also had a strange effect on your basic gems. Gems you create are now immune to the ravages of time and environment. Only a willful effort made by a sentient creature may damage them, and their strength will never fade while they are whole.

I'm Casting Doubt: -600cp (discount Forgotten Aspirants)

A dark ability this. You may now project a shadowy incorporeal avatar of your current form that you may control across any distance as well as see and speak through, but you are unable to physically interact with the world. No matter what it will always be subtly wrong in appearance. For example the avatar of the Forgotten is skeletal, strangely jointed, and occasionally has dark tendrils wound around it. You may however cast magic through your avatar, but with a twist. Your magics will strike directly at the mind of your targets having no effect on the environment. Monsters you create through your avatar

will be illusory and unable to affect the environment, but should they attack a living being they do as much damage as if they were fully real. This also effects out of setting magic, and for an example you could cleanse an entire city with great storms of fire without damaging the infrastructure. What point is there in conquering if there is nothing left to rule over after all?

Pseudo-Shadow: -600cp (discount Apparitions)

Though you are no true Shadow your connection to the flow of magic has deepened enough that you rival their power and have developed bastardized versions of their abilities. Your mana regenerates much more quickly, and your mana pool has deepened considerably. You may disperse yourself into the air and reform a few seconds later at a distant location giving you a misty form of teleportation. Lastly, while you were unable to mimic a Shadow's ability to gain armour over time you were able to entwine your physical defenses with your mana pool. Your body is now naturally toughened based off a small percentage of your maximum mana.

Undiscounted Perks:

Welcome to the Labyrinth: -100cp

Through adversity comes strength, and the wizards of this world made a habit of creating a great challenge for those who wished to join their ranks in the form of a labyrinth. While this doesn't give you the abilities needed to create a labyrinth if you didn't already have them it does give you knowledge on how to create challenges tailored to anyone's power level and skills.

I Ran the Numbers, and I'm Awesome: -100cp

Power is nebulous thing more often than not, but now you are able to numerically quantify yourself and your abilities. After all how are you supposed to properly measure yourself without numbers to guide you? Consider this an internal stat sheet for yourself, your spells, and your abilities that updates itself automatically.

Measured in Exponents: -100cp (requires I Ran the Numbers..)

As above and so below, except now you may quantify other beings, magics, items, etc. Though do remember that such things change over time, and your internal stat sheet for other beings, magics, etc is only as current as the last time you looked at them. This also only tells you their current stats and not what they can do with them. At least now you know how much health that giant has, or how much damage your gems do on hit. Be careful with trying to get a read on crazy shit or absolute concepts as you're going start seeing exponents and infinity signs if you're lucky, and start taking san damage if you're not.

Mana Lake: -100cp, or -200cp

You may freely expel mana from your body in the form of a bright blue liquid. If left alone it will form a solid purple shell around itself and remain in the environment indefinitely. Should another magic user break the shell and touch this liquid they will be able to absorb the mana into their own mana pool. The wizards of this world use this technique to store mana for later use, and incase of emergencies.

For an additional 100cp you can use this with your other pools of magic or mystic energy you possess. More esoteric energies are not guaranteed to be as environmentally friendly, and may result in various mutational effects on the surrounding life, inspire emotions or influencing behavior in sentient

creatures, or odd warpings of physics all dependent on the energy type. Nor are they guaranteed to remain in the environment indefinitely as inherently unstable energies will remain unstable, but several decades would not be unreasonable even then. Entities will not be able to make use of an energy deposit unless they had the ability to use that energy already, and an attempt to do so will likely result in death, mutations, or other side effects.

Font of Corruption: -100cp, or -200cp (requires Mana Lake)

The mana deposits spread about this land were of great tactical advantage to the wizards and as such a counter measure had been made against them. You now have the skill to corrupt these mana deposits turning them bright orange. You are unable to prevent others from using them, but if they do draw corrupted mana into their bodies their natural mana regeneration will be reduced or even eliminated for a decent amount of time even after the corrupted mana is completely used up.

If you have the upgraded version of Mana Lake and pay an additional 100cp you may also corrupt other pools of energy you create, and even discover new types of corruptive effects. However any deposit of energy will only be able to be corrupted with a single effect. Entities will not be able to make use of an energy deposit unless they had the ability to use that energy already, and attempting to make use of a corrupted deposit is even more likely to result in death, mutations, or other side effects than before.

Visionary: -400cp

At the start of combat you may declare the battlefield a Vision Field. While fighting in a vision field your powers are reduced to their barest functionality - your wizard skills will give you no bonuses, your mana is reduced to the basic state of a level 0 practitioner, your talisman and sparks become worthless trinkets, and monster and gems you bring into the field lose their enhancements and are reduced to their lowest levels. You have no crutches in a vision field and the only thing determining your victory is raw skill. Should you emerge victorious one of your wizard skills (chosen at random) will receive a small but permanent boost. Each skill can only receive such a boost once.

After this jump you may declare a vision field and restrict yourself to the powers of any single jump you choose. The raw power and utility of your powerset from that jump will be reduced to the levels of when they were first purchased. Bonuses from artifacts or equipment are nullified, relevant summons, equipment, etc lose their enhancements and are reduced to their lowest levels, etc. If you are victorious a random skill, power, energy pool, piece of equipment, etc receives a small but permanent boost, but each can only receive said boost once.

Spells:

100cp each (Bolt spell free for all)

Spells do not cost mana to cast and instead build up a charge over time up to a max of two held charges. Levels in wizard skills and bonuses from talisman fragments may increase charging speed, allow for extra levels of charge, or increase the effects of the spell. Spells are used differently by each origin. In order to reflect their deeper connection to magic apparitions also get any one spell for free.

Bolt: Enhancement Type:

The bolt spell is the first any wizard learns. When used on gems they gain 50% increased range and their attacks completely ignore armour values for twelve shots, and when used on traps their attacks gain the permanent ability to bypass all armour. Forgotten Aspirants may use this on their monsters to give them a twelve use ranged attack or to empower a ranged attack they already have. Apparitions may cast this on themselves to form bolts from raw mana with same properties.

Beam: Enhancement Type:

The beam spell allows a gem to fire a constant low powered beam for a short time. When used on traps it permanently increases the rate at which the re-arm themselves (attack speed) by roughly a third. Forgotten Aspirants may use this on monsters to temporarily increase their movement and attack speed and to modify their ranged attack into a beam if they have one. Apparitions can cast this on themselves to fire raw mana in a destructive beam for a short time.

Barrage: Enhancement Type:

When cast on gems it gives them a number of barrage shell attacks equal to their gem rank times two. Barrage shells deal moderate damage in an aoe on impact and have nearly a third greater range. Traps enhanced with this spell gain an increase to the special abilities of any gem socketed within. Forgotten Aspirants may use this on a monster to permanently enchant them to cause it to detonate violently on death with the explosion scaling to their level. Apparitions may cast this to enhance a gem bomb to do much greater damage and have a greater blast radius based off its rank

Freeze: Strike Type:

A classic favorite that has saved many a wizard's life this spell freezes any enemies within a moderate area solid for a short time. Frozen enemies are more vulnerable to armour tear effects and also explode into ice shards on death dealing damage around them. Forgotten Aspirants may use this spell to freeze any gems and shrines in an area to temporarily prevent them from firing. Apparitions may cast this on themselves to freeze themselves solid. This turns them into walking titans of ice allowing them to interact with the physical world much more easily, and more importantly allows them to beat down their enemies with icy fists of death.

Curse: Strike Type:

An area of effect spell that causes enemies to become more vulnerable to damage as well as slowing, poison, and other status effects. Wizards additionally have a high chance to nullify any beacon within the aoe, and Forgotten Aspirants have the same except with shrines. Apparitions do not have the ability to cast this at range and instead emit it as a spherical burst centered on themselves.

Wake of Eternity: Strike Type:

Enemies within the aoe of this spell that fail to resist take a moderate amount of damage but more importantly their armour ratings are greatly reduced and their healing factor is also suppressed by a similar amount. Weaker enemies also have a chance to be banished. This even works against enchanted items to an extent making it possible to shatter weak gems and temporarily disrupt stronger ones. Apparitions do not have the ability to cast this at range and instead emit it as a spherical burst centered on themselves.

Wizard Skills Table:

Every time a magic user levels up they gain 7 skill points to spend on skills. Skills marked with * have a cap at level 45. Skills give an extra effect every third level. Unspent skill points increase your maximum mana, so it comes down to balancing a strong start against late game power. Purchasing skills for a spell or ability you do not have does not grant you access to it. Skill points can be reassigned freely outside of combat.

To upgrade a skill from level 0 to level 1 costs one 1 point, from level 1 to level 2 is 2 points, 2 to 3 is 3 points, and so on. If you want to know how much it costs to get to specific level use the formula $(n^2 + n) / 2$, where n is the skill level desired. All backgrounds start out at level 10 and as such have 70 points to spend. Wizards get 5 free ranks in the Fusion skill, forgotten aspirants get 5 free ranks in Blood Flow, and apparitions get 5 ranks free in both the Ignition and Demolition skills. You may spend 50cp to gain five wizard levels (+35 skill points)

True Colors: Might Skill:

Every Level: +3% damage and special effect multiplier to pure color gems.

Every Third: +10% damage and special effect multiplier to multicolor gems.

Resonance: Might Skill:

Every Level: +4.5% increased damage to gems.

Every Third: +1% increased range to gems.

Fury: Might Skill:

Every Level: +2.5% increased damage for created monsters.

Every Third: +2% increased maximum health on created monsters.

Amplifiers: Might Skill:

Every Level: +0.4% increased range and fire speed bonus.

Every Third: +0.4% damage and special effect bonus.

Traps: Might Skill:

Every Level: +5% increased specials multiplier bonus for gems in traps.

Every Third: +3% increased trap firing speed.

Masonry: Crafting Skill:*

Every Level: +2% reduced cost when creating stone from mana.

Every Third: +5% increased gem socketing speed in created structures.

Fusion: Crafting Skill:*

Every Level: +1.5% reduced cost to create first level gems.

Every Third: +3% reduced gem combination cost.

Mage Blood: Crafting Skill:*

Every Level: +.5% reduced mana cost for creating first level monsters.

Every Third: +.5% reduced health cost for creating first level monsters.

Mana Stream: Crafting Skill:*

Every Level: +2% mana regeneration.
Every Third: +2% increase to max mana pool.

Blood Flow: Crafting Skill:*

Every Level: +2% health regeneration.
Every Third: +2% increase to max health.

Ignition: Bomb Skill:*

Every Level: +6% gem wasp/gnat sting damage.
Every Third: +1 attack to gems wasps/gnats before fading.

Demolition: Bomb Skill:*

Every Level: +4% to damage and aoe of gems bombs.
Every Third: +5% damage to environment from gem bombs.

Bolt: Enhancement Skill:*

Every Level: 1.5% quicker spell charge time.
Every Third: +1 bolt shot per charge.

Beam: Enhancement Skill:*

Every Level: 1.5% quicker spell charge speed.
Every Third: +1 second to duration.

Barrage: Enhancement Skill:*

Every Level: 1.5% quicker spell charge speed.
Every Third: 4% increased aoe damage and radius.

Freeze: Strike Skill:*

Every Level: 1% quicker spell charge speed.
Every Third: 3% increased spell range.

Curse: Strike Skill:*

Every Level: 1.5% quicker spell charge speed.
Every Third: 3% increased spell range.

Wake of Eternity: Strike Skill:*

Every Level: 1% quicker spell charge speed.
Every Third: 2% increased spell range.

Chain Hit: Component Skill:

Every Level: +4% higher component stats to red gems.
Every Third: +5% higher component stats to red gems level 7 and up.

Mana Leech: Component Skill:

Every Level: +4% higher component stats to orange gems.
Every Third: +5% higher component stats to orange gems level 7 and up.

Critical Hit: Component Skill:

Every Level: +4% higher component stats to yellow gems.
Every Third: +5% higher component stats to yellow gems level 7 and up.

Poison: Component Skill:

Every Level: +4% higher component stats to green gems.
Every Third: +5% higher component stats to green gems level 7 and up.

Suppressing: Component Skill:

Every Level: +4% higher component stats to cyan gems.
Every Third: +5% higher component stats to cyan gems level 7 and up.

Slow: Component Skill:

Every Level: +4% higher component stats to blue gems.
Every Third: +5% higher component stats to blue gems level 7 and up.

Armour Tearing: Component Skill:

Every Level: +4% higher component stats to purple gems.
Every Third: +5% higher component stats to purple gems level 7 and up.

Blood Bound: Component Skill:

Every Level: +4% higher component stats to black gems.
Every Third: +5% higher component stats to black gems level 7 and up.

Pool Bound: Component Skill:

Every Level: +4% higher component stats to white gems.
Every Third: +5% higher component stats to white gems level 7 and up.

Swarm: Component Skill:

Every Level: 1% higher health and damage on created swarming class monsters.
Every Third: 1% higher armour on created swarming class monsters.

Reaver: Component Skill:

Every Level: 2% higher health and damage on created reaver class monsters.
Every Third: 2% higher armour on created reaver class monsters.

Titanic: Component Skill:

Every Level: 2% higher health and armour on created giant class monsters.
Every Third: 2% higher damage on created giant class monsters.

Battle Traits:

For those who love to shoot themselves in the foot. Grants cp independent of the cp limit gained from drawbacks. Taking battle traits raises the difficulty substantially, but increases the experience gained and chances of finding rare loot.

Adaptive Carapace/Building Momentum: +50cp

For wizards each time a monster is struck they gain resistance to all sources of damage up to a cap, but lose this bonus over time when not taking damage. For forgotten aspirants gems gain power with each attack they make, but lose this bonus if they go too long without attacking. Apparitions gain a lesser version of both effects

Mana Lock: +50cp

Mana you regenerate will return to you in bursts rather than a constant influx. Plan out your actions carefully, or you may find yourself hung out to dry while waiting for the next burst.

Orblets/Gestalt Field/Disrupted Flow: +50cp

As a wizard you have learned how to create orblets and attach them to your Orb of Presence. Orblets increase the experience gained in combat and increase your mana regen. Further each orblet will protect your Orb of Presence from a fatal strike once and banish the attacking creature, but the orblet is shattered in the process. However every orblet shattered decreases the mana regenerated by your Orb of Presence permanently. As a forgotten aspirant you gain bonuses to your mana and health regen based on the amount of nearby minions, but your mana regen is severely reduced without your minions around. An apparition has their mana pool linked to their health pool and gain a small bonus to their mana regen when at full health. However they lose an equal amount of mana whenever they take health damage.

Haste: +50cp

For wizards this simply increases the speed of your enemies during combat giving your gems less time to attack. For forgotten aspirants it increases the attack speed of gems. Apparitions experience a lesser version of both effects. Speed is not to be underestimated in a tower defense.

Giant Domination/Weakness: +50cp

Giants are massive but slow enemies with huge pools of health and large amounts of armor. Wizards and apparitions will encounter these enemies more often and find them much harder to damage. Forgotten aspirants will find giants they create have substantially less health and armour than they should.

Swarmling Domination/Weakness: +50cp

Swarmlings are tiny but fast enemies with low health that appear in large numbers. Wizards and apparitions will encounter these enemies more often and find that any slowing or crowd control effects much less effective against them. Forgotten aspirants will find swarmlings more expensive to create and slower than they should be.

Corrupted Banishment/Sympathetic Pain/Uncertain Existence: +100cp

For wizards rather than removing a monster from existence the banishment ability of your Orb of Presence sends a monster back to the edge of the battle field, heals them for a decent amount of health, and increases their armour and adds a layer of shield. The orb's banishment ability also drains much more mana. Relying on your second line of defense now would be unwise. Forgotten aspirants feel pain with the death of their monsters and take a small amount of damage to their health

dependent on the level of the monster killed. Apparitions have their health pool linked to their mana pool causing them to suffer damage to their health whenever they use mana.

Chasing Shadows: +100cp

You will encounter the Shadows of the Forgotten with distressing frequency. In every battle they will be there, no matter where you go they will find you, and they are unusually resilient to your out of jump powers on top of their already substantial defensive abilities.

Talisman Customization:

Wizard Talisman: -100cp (free Wizards)

A wizard's pride is their hand sized pentagonal talisman as it is one of the few ways a wizard can increase their abilities that carries over from battlefield to battlefield. It is also a sign of status as the fragments from which a talisman draws its strength can only be found by slaying monsters, and a full talisman represents a wizard who was willing to put their skills to the test and survived. A talisman purchased here along with any fragments it possesses are soulbound to you and will reappear in your warehouse in a day should they be lost or destroyed. Should you have no more room for such trinkets on your person you may import another item or piece of armor to fill this role with fragments simply being absorbed into the item and spit out when you wish to remove them.

Talisman Fragments:

Talismans have room for 15 fragments. 5 edge, 5 corner, and 5 inner with each type focusing on different types of bonuses. Corner fragments increase maximum charge for various spells, inner fragments give damage and duration bonuses for spells, and edge fragments are focused on utility bonuses to gem bombing, gem wasps, etc. All fragments also have a chance to grant bonuses from a general pool that include increased damage to certain enemy types, increased mana, increased experience gain, increasing your base mana based on wizard level, and the like. Fragment sets cover a range of rarities and you can assume an even distribution of each. You may also pay an additional 50% of the set price to appease the rng gods and optimize your fragments to ensure they are all within the highest rarity and the highest bonus values for their class.

Low tier: -200cp

Grey and copper fragments make up the lowest tier. Each fragment gives a couple weak bonuses based on their fragment type and has a chance to grant a third bonus from the general pool. Individually they aren't much but a full set gives you a solid start.

Mid tier: -400cp

Lime, light blue, and golden fragments make up the mid tier. At this level each fragment gives you two moderate bonuses based on their fragment type as well as two or more bonuses from the general pool. At this level you're a more than accomplished wizard who would be held in respect by your peers. Should you optimize this tier you will have the strongest fragment set that can be gained in world without increasing the difficulty through drawbacks or battle traits.

High tier: -600cp

Orange, dark green, and dark blue fragments make up the mid tier. At the higher tiers each fragment would give you two high power bonuses in line with their fragment type as well as four or more

bonuses from the general pool. Further, fragments of this rarity are guaranteed of having at least one bonus that grants a free level to all wizard skills of a certain type (Might, Enhancement, Component, etc). With such a talisman you are a truly distinguished individual and command great respect from your peers.

Final tier: -800cp

Red, violet, and the extremely rare magenta make up the final tier. Their two fragment class bonuses are supreme and each fragment possess six sizeable bonuses from the general pool. At this level fragments have a chance of giving a bonus level to all wizards skills in a addition to those that only affect a single skill type. Should you optimize this set you will have the best this world can offer and each fragment is guaranteed to give a bonus level to all skills as well as well as the above benefits.

Items:

Shadow Cores: -50cp for 100, May be purchased multiple times

Have a little left over? Shadow cores are remnants of the pseudo-souls that monsters possess and are occasionally dropped on their death. They can be used to upgrade talisman fragments and unlock their true power. Shadow cores may also be shattered to improve your luck for the day. This makes it more likely you'll find loot and increases the chances of the loot you find being of higher quality/rarity. This boost is proportional to the amount of cores broken.

Gratuitously Large Book of Achievements: (free All)

For every world you go to this book will give you a list of at least 400 achievements that can be earned by using the powers obtained here in ways tailored to the setting. At the end of every jump the book will reset itself and grant you 100 shadow cores and 5 wizard levels for every 100 achievements you had unlocked. You also gain a talisman fragment if you had completed every achievement in the book. A higher wizard level makes it more likely to receive a high level fragment. If the book is lost or destroyed it will reappear in your warehouse in a day.

DIY Scythe Gate: -200cp

A collection of eight very large and multi-bladed black scythes. If these scythes are placed next to a stone path four to a side anyone that passes through this gate has any enchantments or magical effects separated from their body. For example this can be used to exorcise even a vastly powerful possessing spirit from their host. A new set shows up in your warehouse every decade.

True Gem of Eternity: -400cp (discount Forgotten Aspirant)

Abnormally small for a gem and is capable of being held in both hands easily. The True Gem of Eternity normally bestows eternal life to its owner, but to a jumper it instead saves them from death once, transports them to a safe place, and shatters in the process. It may also be used to seal spirits, beings of magical power, and similar mostly non-physical entities within - completely nullifying their power. It is also indestructible unless shattered when preventing your death. Should it be broken in such a fashion you get a new one the next jump, but anything sealed within is released when it is shattered. As long as you possess the gem you can cast the Wake of Eternity spell even if you did not purchase it, and gain ten levels in the Wake of Eternity Wizard Strike Skill if you did. Normally there can only be one such gem in the world at a time, but this cp bought version is exempt from such a restriction. .

Companion Imports:

You may import companions for 50cp each or import eight for 300cp. Imported companions get a free background, all the discounts and freebies that background entails, and 400cp to spend. Companions may also take any of the 100cp drawbacks and as many of the battle traits as they like, but only gain half the cp from doing so. Battle traits that make it more likely to encounter enemies and those that make them more powerful are cumulative. Should you all max out on these traits every day your group will be fighting armies of said monsters that are stronger, faster, and greatly more resistant to damage than before. You have been warned.

Drawbacks:

You may take as many drawbacks as you like but only receive up to 600cp. You may take In His Place, Haunting, and A New Alternative together for 800cp, but gain an additional fail condition alongside possession. Should you fail to reseal or destroy the Forgotten within your ten years your chain is over.

Color Blind: +100cp

An unfortunate malady in this world. You will have a hard time differentiating between the different gem types making it hard to plan your defenses or to command your troops against enemy wizards. You'll be more prone to mistakes when making multicolor gems, and monsters you make are likely to have random and garish color schemes

Casual: +100cp

There is no easy way to say this but you kinda suck. At everything. Your defenses will never be truly optimized nor your army tactics the most efficient, and as an apparition you have a habit of wasting mana overkilling enemies or not taking full advantage of you gem bombs aoe. Experience and intuition will still allow you to get by, but your actions will always be wasteful of resources and time.

The Hands Off Approach: +100cp

For the duration of your stay all of your magics and abilities not inherent to your form must be channeled through an Orb of Presence. Furthermore neither you or your companions may engage in physical combat. This is a tower defense after all. Your magics and abilities do benefit from the range extending ability of the Orb of Presence. Apparitions can not take this unless they also took the Orb of Presence perk. For forgotten aspirants you instead are only able to work through your minions, and you may not physically intervene in combat nor use any of you abilities or magics to personally damage or influence enemies.

In His Place: +200cp

Normally the protag would take a stroll through the scythe gate to remove the spirit of the Forgotten from his body and go on to defeat her at the Spiritforge, but no longer. Now the process simply caused them to drop dead, and you are the only one capable of defeating her now. While you may simply ignore this plot hook should the Forgotten reach the Spiritforge this world will be flooded with her Shadows, and you will have to live with fighting them off all day every day.

Glaring: +200cp (cannot be taken with Haunting)

This simply raises the threat level of the world by a considerable amount strengthening both the wizards of the world and the Forgotten. If you are unfamiliar with GemCraft or other tower defense games you are likely to have problems surviving this world with only in-jump purchases. On the brightside increasing the difficulty makes it more likely to find rare loot.

Processing Constraints: +200cp

There is something horribly wrong with this world though you are unlikely to notice it at first. Should your power levels reach too high or your enemies become too numerous the world itself will start to collapse under the weight of internal calculations causing time stutters and animation tears. Though the world itself will not actually freeze or glitch itself into nothingness it is perfectly possible for you to be suddenly ganked by monsters when the world forgot to render them approaching, or left as a smoking crater in the ground by an ocean of gem blasts when the world catches up to the fact that you were in tower range for the last hour. The world only counts powers you are actively making use of in regards to its internal limits, so if you are a living star or eldritch thing you will not automatically glitch the world just by existing only if you try to start incinerating things or driving creatures mad.

Haunting: +300cp (cannot be taken with Glaring)

Threat level to the max! The world is a truly dangerous place now, and even with considerable experience playing gemcraft you will find it impossible to survive this world without relying on your powers from other worlds. Even worse your enemies seem to have gained resistance to your out-of-jump powers, and their own attacks will be unusually effective at penetrating your defenses. Still, this does benefit you by making rarer item drops possible.

A New Alternative: +300cp

The Forgotten has learned of your presence in this world and seen it for the opportunity that it is. Your arrival has weakened the dimensional barriers and greatly strengthened her. Further, should she defeat you she will possess your body and use your strength to open a rift between worlds to go on an interdimensional conquering spree. Possession by the Forgotten is now a loss condition, and any abilities you have that outright prevent possession are reduced to providing resistance instead.

End:

Should you survive your ten years in this world you may choose from the below options, and all of your drawbacks and battle traits are revoked.

Return Home: It has been a long time hasn't it? If you feel like you're satisfied with your adventure feel free to head back. There is no place like home after all. Just don't forget all the "fun" you've had.

Stay: You put a lot of effort into this world didn't you? I understand why you would wish to stay. Consider all your affairs back home straightened out, and your chain over. Kick back and relax, you've earned it.

Onwards to Next Jump: I can see it in your eye, brighter than any gem, your thirst for adventure is still unsatisfied. Well go on, there are plenty of new worlds to see and new people to meet. I hope the skills you picked up here prove useful in your travels.

Notes:

Where everything is over explained so I don't have to answer questions later.

On Power Levels, Power Constraints and Growth Limits:

- The mana pool from this world merges with your general pool and functions as normal. However poolbound gems only account for the mana earned through this settings mechanics when calculating the power scaling for their secondary effect.
- Gems can reach crazy numbers damage wise and monsters can scale to similar levels. If there is an upper limit the game crashes under the weight of the calculations before reaching them. As long as you have the mana you could technically keep leveling a gem forever or make endbringer and beyond level monsters.
- There is no technical limit to the amount of gems or monsters you can make or utilize (except for Shadows). Practically however, gems are limited by space available, and your command of monsters is limited by your mental processing constraints.
- Your wizard level has no upper limit and continues to grant you 7 skill points per level.
- Since unspent skill points increase your maximum mana, and you have the potential for unlimited skill points, your pool of mana from this world effectively has no upper limit.
- Perks and such that mention affecting shrines and beacons specifically will work against out of setting enchantments and magic items with varying success based on their strength.
- Swarmlings, Reavers, and Giants are archetypes so skills or bonuses that strengthen them or increase damage against them would work on similar enemies. Swarmlings are small, fast, and have low health, so zerglings would work but tyrannids are too large. Reavers are medium heavy infantry with decent armour, high attack, and average speed. Giants are entities with very high hp, high armour, but are quite slow.
- As long as you have the appropriate perks you may be able to eventually discover new types of sparks, runes, shrines, and beacons after this jump if you put some effort into it.

On Will Unbound:

- For those who can't decipher flavour text it makes slows and cc effects less effective against you.

On Mark, Twist, Possess:

- Possession is the hard limit of this ability - only three abilities may ever be granted to a single entity.
- You may in fact use this on yourself but the increased loyalty still applies. Fair warning, possessing yourself will likely make you a narcissistic asshole. Though just Marking yourself is completely safe and would just result in a mild confidence boost. Not like anyone here needs that though, right?
- Disunite is actually a word.
- If you have the ability to fuse beings together you can't fuse swarmlings created by Disunite to bring someone back to life. This would just result in a more powerful, but still mindless, monster.

On You're Casting Shadows:

- Permanent means Permanent. If a Shadow is destroyed your mana pool does not recover to its prior size, nor can you reabsorb a Shadow to restore your mana pool size.
- Your Shadows will travel with you between jumps.
- Shadows are not naturally companions as they are more like an extension of yourself given a bit of free reign. However, If you leave them alone and/or without orders or a goal for extended

periods of time (1000+ years) throughout your adventures they may develop free will and could become a companion.

- Shadows may be upgraded like other monsters, however the mana used in their enhancement is also permanently deducted from your total pool.

On Enduring Eternity:

- This only allows you to create copies of the True Gem of Eternity, and they do not grant you the extra life effect or the use of or bonus to the Wake of Eternity Spell

On Measured in Exponents:

- It's mostly useful for evaluating items and the strength of attacks as living beings are always in some state of flux.
- Does not show you a being's powers, abilities, spells known, etc. Though if you see them use magic or an ability you will be able to see how much energy it cost them and will be able to quantify its effect.
- Beings that are actively trying to conceal their identity and/or powers may fool this ability. Should you fail to penetrate their disguise you will only see the stats of their disguise. If you only make a partial success you'll see a glitched out version of their disguise's stats with various question marks and error signs - letting you know that they are not what they appear but not giving you any specifics.

On Visionary:

- Vision Fields are meant as challenges and as such a minimum level of difficulty has to be met for them to count. For example a moderate sized army or decently defended wizard stronghold is the base for this jump. The necessary difficulty scales to that of the jumps setting and your personal powerset. Redwall would require much less danger than Doom for example, but a vision field will always need to be an actual challenge. Basically declaring a field and bopping a lvl 1 Goblin on the head over and over isn't going to do anything.
- As you can see from the wizard skill table what counts as a skill gets pretty precise, so it is perfectly possible for you to get a buff to every individual spell you know. Though it will take a very long time to do so.
- Though normally dealing with combat you could apply this to other relevant challenges like games for No Game No Life, or growing/cooking competitions for Harvest Moon. Just have fun with it.
- Leaving a vision field's boundaries causes the effect to be revoked and ends the challenge. Losing a challenge or forfeiting in such a fashion has no innate consequence of its own though injuries, damages, death, etc are not undone just by leaving a field.
- On a side note your eyes blaze with white fire while under the influence of a vision field.

On Wizard Skills:

- "Percent based increase are frowned upon you know" - That they are and normally I agree. However given the paucity of the lore I'm leaning heavily towards this jump following game mechanics, and these values are taken directly from the game. GemCraft is also all about hard numbers, so it fits with the style.
- High wizard levels are not uncommon. In fact any wizard skill with an upper limit costs 1035 skill points to max out, so to max out all canon wizard skills that have an upper limit would require 12420 skill points or a wizard level of 1775. Even with purchasing levels with all of their cp a jumper is far from reaching such heights, so it is not like the table trivializes the jump. The

skill table was mostly included to give jumpers a reference to how their powers grow over time, and what benefits talismans actually give.

- Wizard Skill levels granted by talisman fragments, the True Gem of Eternity, or backgrounds do not count to a wizard skill's cap if they have one. This allows a skill to be over-levelled following its normal formula.
- As stated above your wizard level has no upper limit and continues to grant you 7 skill points per level. Unspent skill points also continue to increase your max mana pool no matter your level. Skills points can be shuffled around outside of combat

On Talismans and Fragment Sets:

- "Why are the sets so expensive?" – While it seems like a simple tower defense gemcraft gets crazy with the numbers after a while. Like it measures itself in exponents type crazy. A low set would give you a solid start, and paying to optimize the mid level set would allow even jumpers who suck at tower defenses to clear the plot using only in jump powers (as long as they didn't load up on battle traits and drawbacks). If you want to draw power level comparisons a final tier talisman is like divine tier equipment from Overlord. It gives you a ton of powerful bonuses but nothing specific, and represents endgame content gained through intense grinding at the highest levels.
- "That's still a lot" – Risk vs reward. The only way to obtain high level fragments was take a lot of ranks in battle traits and up the difficulty. This jump assumes the world's danger level is at its base settings before drawbacks and battle traits. You could purchase a set of high/final tier fragments without taking drawbacks or battle traits and get a very powerful artifact disproportionate to the danger of the setting. Consider it the opportunity cost of raw power.
- Fragment sets cover a range of rarities for each tier, and you can assume an even distribution of each. Paying cp to optimize simply makes each fragment be of the maximum rarity of each tier, and each bonus be the maximum numerical value available for that tier.
- You can find individual fragments in setting with effort and luck. Increasing the difficulty through taking battle traits and drawbacks allows higher tier fragments to be found. Breaking shadow cores also increasing the chances of finding higher level fragments. The Gratuitously Large Book of Achievements also awards a talisman fragment each jump should you complete all of its challenges.
- If you don't purchase a talisman you could still make use of fragments either found in world or earned through the book if you have a perk or two that helps you use unfamiliar magic artifacts. Do note however only purchased fragment sets are covered by fiat and are replaced if destroyed (though those you find and slot into a purchased talisman are covered). Also your equipment might look funny studded with rainbow starbursts. If that's you thing though go for it, but you would still be limited to 15 fragments.
- If you want to know what the specifics of their bonuses check here.
[http://gemcraft.wikia.com/wiki/Talisman_\(GC2\)](http://gemcraft.wikia.com/wiki/Talisman_(GC2)). Orblet bonuses do not apply. The % bonus from starting waves early might improve your sneak attacks or give you a bonus when you are the first to strike in combat. Kill chain cooldown might give bonuses to special move gauges or fury/berserking mechanics. Mana shard harvesting speed would allow you to absorb energy more quickly from pools made using the Mana Lake perk or just from natural sources. If you want to know if a bonus applies to X fanwank it.
- Purchased fragment sets are fully upgraded.

On Shadow Cores:

- If you want a hard number for the luck/rarity increase ten shadow cores could be used to boost the rarity of the next fragment dropped by 10 levels. Since the max rarity level was 100 it is a 10% increase per 10 cores broken. This bonus stacks, so if you want a super rare drop in monster hunter, or an mmo, etc save up a bunch then break them all at once.

On the Scythe Gate:

- The limits on this thing aren't well known, and the only example we have is that it separated the Forgotten when she was possessing the mc. Considering the Forgotten is an interdimensional demon strong enough to take on a planet of wizards all on her own and consistently almost wins the effect is pretty strong. It does one thing and does it well, so if your question is "would it work on x" the answer is most likely.
- It takes all eight scythes to make the gate. If one is significantly damaged or lost the rest are useless.

On Size and other Practical Considerations:

- Gems are about the size of a small car and are quite heavy making it impossible to reasonably transport with this world's tech level. It is easier just to create them anew every battle. Towers and amplifiers are the size of lighthouses, but thicker to account for the weight. Orbs of Presence are huge being the size of a large mansion. Orbs of Presence or technically gems so they can be downscaled with the Rain Drops perk.
- To attune yourself to an unclaimed orb you simply need to pump mana into it for a minute or two. Newly created Orbs will automatically bind to their creator as long as they don't already have a link to another orb. You can sever your connection with a minute or two of focus.
- Gem and monster creation is instantaneous. As long as you have the mana to pay upfront they just poof into existence.
- Swarmlings are a tad larger than zerglings (the size of a very large dog), Reavers are about 10-12 feet tall and well built, and Giants are just a little shorter than towers but are as broad as they are tall.
- Orbs of Presence must be mostly exposed in order to function. Burying them renders them useless, and completely walling them off does the same.
- The sight extension of the orb of presence applies to the entire battlefield from horizon to horizon. This is dependent on your visual acuity rather than the physical constraint of the world. The orb simply makes your vision 360 degrees and gives you ubiquitous vision with the max area of effect being the limits of your eyesight.

On Learning in jump and Teaching others:

- Taking any of the origins gives you access to this world's magic system. Gemcraft can be learned in jump from the wizards though aside from the mc they are hiding at the Spiritforge. Should you solve their issue with the Forgotten they will likely agree to teach you, but unless you have perks that increase learning speed you will likely only be able to learn the basics and the bolt spell.
- Spells can be obtained in jump by looting old wizard keeps, but such keeps often have several magical locks with each requiring specific criteria to open. Finding wizard keeps that haven't been already raided may also be a problem. You may also learn them from other wizards.
- Learning The Forgottens magic in jump is much much more difficult as you'd either have to spend years spying on her monsters and experimenting by yourself. Capturing her and "persuading" her to teach you might also work.

- The apparitions perks Rain Drops, Spectral, and Pseudo-Shadow are meta and can't be learned in jump.
- The basic level of the Mana Lake and Font of Corruption are learnable in jump from the wizards and the Forgotten respectively, but the upgraded versions are not. All of the other undiscounted perks are unable to be learned in jump as well.
- You could teach gemcraft or monster creation to others as long as they have their own mana pool.