

GUARDIAN'S CRUSADE (F 1.0)

Long ago the land was plagued by an evil deity. The people were powerless to stop it as it roved across the land, destroying everything in its path. The God of the land realized that it would impossible for mankind to stop the evil deity, and thus he sent his envoys in the form of sacred beasts. Together with an ancient hero, they successfully sealed the evil deity, but they could not destroy it. But for a time, peace returned to the land and the people had an opportunity to rebuild from the ruins.

A prophecy was left to them, that one day there would be a Hero capable of destroying the evil god. But years passed with no one present to take up the mantle, and the prophecy faded from the minds of the masses. On the other hand, those who worshipped the evil deity bided their time, anticipating the day when the seal would break and the evil deity would be freed.

It has been a long period of peace, and while human society never regained their former glory, the people banded together and recovered from the devastation. But now, the followers of the evil deity are beginning to stir. Perhaps they recognize that this is the best time to strike?

[Introductory Parameters]

You'll be living here for a decade. While it's up to you how you use your time, there are some details that may help you decide what to do. The Church of Artema has come to prominence across the land, and some of their members have been preaching for the destruction of foul beasts – apparently a manifestation of an old evil. The Kingdom, in response to this, has dispatched a team of top class adventurers to subdue the most dangerous monsters all over the continent – with five major targets.

Most of this activity has been focused in the Eastern Continent, but the Kingdom's party has now set their sights on the Western Continent as well. The following list may be convenient for you in terms of figuring out where you may want to set off.

Location	Description
Orgo	Orgo is a small village near the center of the Western continent, holding its own mostly by fishing, farming, and trading with San Claria nearby. While nothing really ever happens here, there's a known monster den called the Cave of Fear a ways to the North.
San Claria	One of the two towns in the North on the Western continent, Orgo and San Claria are closely tied by trade, but San Claria's native population are bit...peculiar. Not quite human, not quite monster, all with a very distinctive single eye. San Claria's primary export is fur fish, but in recent years the fur fish population has been slowly dwindling.
Isten	A town on the Northern shore of the Western continent, Isten has been doing well for itself living off of the land, but it has a very peculiar

	system of governance where the electoral body decides on a mayor based on what is essentially a duel between two chosen champions. Even more peculiar, the chosen champions can be anyone from anywhere, which leads one to wonder just how important the position of mayor could be.
Den Helder	A town situated on the Southern shore of the Western continent, Den Helder used to be a rather popular trade town, but recently they've been having problems with people simply...disappearing. This problem is apparently associated with a strange tower to the North of Den Helder, but no one really knows what to do about it. So the town has slowly fallen into a slump.
Jungo	Jungo is a port town established on a solitary island between the Western and Eastern continents. Due to its geographic location, ships travelling between the continents often make a stop on Jungo, and both trade and tourism thrive here. The Lighthouse of Jungo is a nice tourist spot, but other than that, there's not too much to see.
Trisken	The largest city on the Eastern Continent, the throne is situated here, and most adventuring parties tend to make this castle city their home base. Due to this, Trisken is seen as the safest place on both continents – but in recent years word is that the Artema Church has been stirring up the people in Trisken for unknown purposes.
Kerple	Situated on an island due South of the Western continent, Kerple is a tribal settlement, populated by the native tribe of Kerpleans. The Kerpleans aren't the most sophisticated group of people, and humans might find their habits quite bizarre, as it involves sacrifices to a “Physical God”. Because the Kerpleans aren't all that fond of outsiders and stick to themselves, not much is known about their culture.
Penguui	The village of Penguui is isolated far away in the North and probably only appealing to those who prefer a cold climate of icebergs and glaciers. The natives in Penguui also aren't human, rather, they're Penguui...penguins smart enough to communicate with any humans who decide to visit them.

[Special Parameters]

Depending on where you choose to start off, you may not need to make any preparations at all. But just in case, you'll have **1000 points** available for modifications. To help you fit in better, you may want to consider taking on a background, something for people to recognize you by.

Background	Description
Adventurer	Adventurers make up the majority of those who travel across the land, and tend to involve themselves with locals through monster hunting and a bit of trading. With the monsters roaming the roads becoming steadily stronger, Adventurers are met with a warm welcome in most towns.

Inventor	Inventors and researchers overlap quite a bit, as much of the technology that was left behind after the evil deity's sealing is still not well understood. But there are ample opportunities for an intrepid inventor to make their mark, as most communities are still in a feudal state as far as technology is concerned.
Cultist	“Cultist” is sometimes seen as a derogatory term applied to those who adhere to the Church of Artema, but given their practices, teachings and secretive nature, it really isn't much of a stretch to call the Church of Artema a cult. The entry level “devotee” to the Church is often given rather menial tasks, while those in higher seating are often “absent” or attending private meetings. It's hard to tell what the Church is really after, but their message of “hope” has definitely appealed to some.
Monster	Definitely an unorthodox choice, but becoming a monster may appeal to some, and monsters do live in a relative state of “peace” depending on where they reside. There's even talk that some monsters coexist with humans, but the details are vague. You can pick a native species of monster that you're familiar with.

[PERKS/PERSONAL MODIFICATIONS]

Modifications are discounted by half for the chosen background. The most basic modification is free rather than discounted.

ADVENTURER

Adaptive Proficiency 100

Adventuring isn't all about fighting monsters, though monsters are definitely a substantial hazard that comes with the profession. There are a wide variety of skills that helps with making life bearable while on the road. If you happen to be a complete novice to the field or you're looking to reinforce your skills in a specific field, this option will come in handy.

You can utilize this option as many times as you can afford to learn skills that contribute towards adventuring and travelling in general, be it general combat skills, wilderness survival, haggling, surveying and so forth. This option can also be used to take an existing skill and make it applicable towards adventuring and travelling.

Intimidation 200

Monsters are dangerous, but most of them tend to have a strong survival instinct that lets them know when their prey is actually a predator. Sometimes an adventurer doesn't have to be strong, as long as they appear strong enough, they'll be able to drive potential predators away. Based on your capabilities, you can change the atmosphere around you to make it very clear that monsters should stay far away. The stronger you are, the more apparent this becomes from further and further away.

Self Sufficient Supplier 400

When you start off, you'll likely find that staying around a town so you can return to rest is the easiest way to pursue the adventurer lifestyle, but with how much of the two continents are entirely unexplored, there comes a time when every adventurer will wander far enough that they won't be able to return to the local inn to rest or the local shop to restock.

Given how difficult it can be to find amenities in the wilderness, this can help alleviate the problem by making resources and treasure slightly easier to find. From common goods that you may need to survive on the road like food and medicine, to rarer materials that monsters leave behind when defeated, you'll find these in greater quantities, though you might have to go out of your way to look in some cases. This should serve to make longer journeys into the wilderness depths more plausible even for adventurers with less experience.

Substitute Hero 600

You might not be some chosen one from a prophecy, but that doesn't mean you have to sit it out on the sidelines. For a brief span of time, you can slot yourself into the appropriate role in order to give yourself a fighting chance. This isn't limited to a fight, but if you do intend to use this in a fight – say to temporarily serve in the chosen hero's place, it's important to remember that the outcome of the fight still depends on your own strength. So if your gut instinct tells you that you can't actually win but backing down isn't an option, just remember that a prophecy often has more than one implication, and an evil god that expects no one other than the hero to be a threat may underestimate you long enough for you to take it by surprise.

Of course, prophecies and magical edicts tend to be rather specific in nature, so the better you understand what it is that you're supposed to be temporarily violating, the easier it will be to manipulate. For instance, should an evil god be capable of immediately massacring anyone other than the chosen hero, you could bypass this to withstand several assaults.

With time this effect will become easier to maintain, but it's not something that you'll be able to maintain indefinitely, and if you don't know what it is that you're supposed to be filling the role of, its effectiveness drops dramatically. Use it enough and you will start to develop a sense for whenever you encounter an opportunity for this to take effect. Might help to ask those involved what the prophecy is supposed to be. At least you don't need to have a fairy around to explain everything to you.

INVENTOR

Picard Legacy 100

Among the inventor community, there's always been a great deal of discussion surrounding the weird monoliths which can be found scattered across the continents. To the community, these serve as definitive proof that an ancient civilization more advanced than modern day once existed. Not all inventors believe in the hero prophecy and the existence of the evil deity, but there are many who believe the monoliths, should they be deciphered, will be the key to society's next step forward.

With this, you'll find that deciphering the function and background between ancient technology and relics will be much easier. It certainly doesn't mean you'll be able to activate ancient technology with the wave of your hand, but repairing and deconstructing these pieces will definitely come to you more intuitively than others.

Good Manufacturing Practices 200

The concept of a “factory” doesn't really exist in this world, as most products are assembled individually in workshops and sent to merchants as trade goods. Consequently, for inventors to make a living, they need to find a sustainable routine that guarantees both speed and quality in

assembly. One good tool does far more than a dozen defective products, both for your reputation and your craft.

You'll find that with this, the process of fabrication and assembly will be greatly expedited, without any noticeable drop in quality or consistency. This applies to both you and any assembly equipment you may utilize, but the effect on the latter is noticeably weaker.

Instant Rigging 400

Even if you prefer to stay within the workshop, you might run into times when the tools you have available won't be able to solve a particular problem. If you have supplies on hand and a design in mind, you can easily retrofit your existing tools to suit your needs. Need a hammer but you only have a shovel? Just slap a piece of scrap metal onto the shovel and use it as a makeshift hammer, you don't even need to worry about using an adhesive. The modification will work exceedingly well for a time, but with repeated use it will fall apart, making this best suited for problems you don't deal with often.

Living Toy Legacy 600

The reclusive inventor Zepetto dedicated his life to the development and refinement of Living Toys, tools that would aid and protect their masters. Zepetto managed to create seventy unique Living Toys, completing what he considered a “set”, but because he was so reclusive, he never managed to pass down the craft onto a successor.

The knowledge that you'll obtain with this will allow you to assemble Living Toys of your own, at least the framework which will allow you make it autonomous and give it a primary function, two of the defining traits for all Living Toys. In terms of functions, it'll probably be easiest if you stick to having the Living Toys mimic what you're capable of, so long as you don't expect them to reproduce your abilities perfectly. The more time and resources you dedicate to your Living Toys, the more effective they'll be, but even rudimentary materials can be used to make one of these for everyday use.

CULTIST

Kind Smile 100

The Church of Artema has built up a strong group of devoted believers quietly over the years, and much of this stems from the strong public image that they have fabricated. Certainly, there are those within the Church who are true devotees, but it seems that for the most part, the first lesson in being a follower of Artema is that the first encounter is the most important.

Followers of Artema won't waste any time when it comes to trying to convert someone, and to help you fit in with this, people's first impressions towards you will always lean towards the positive end, regardless of whether others worked to undermine you. In cases where your actions would make a good first impression difficult, you'll still be able to salvage the situation by extending a gesture of good will.

Devoted Knife 200

Most of the initiate believers are the sort who will fervently preach the teachings of Artema to others, but as you go deeper into the Church, you'll find that there are some folks who are willing to take matters into their own hands in the fight against “evil”, even if that means shifting the line of what's acceptable.

You'll find that people who travel with you and interact with you on a regular basis will quickly build rapport with you, and if you don't draw the line clearly, their behaviour towards you can take a turn towards the fanatical and obsessive. While this does have a distinct benefit on how well they function when they're with you, it would do you well to remember that fanatics can be extremely dangerous if handled improperly.

Offer of Salvation 400

Within the Church of Artema, the high ranking officials have long been aware that demons exist in the world, partly because some of these demons were made by the Church out of necessity. A convenient demon does wonders in terms of inspiring faith, but it is the Church's method of creating these monsters which can be seen as dubious.

Using a willing subject, you can transform them into a winged demon, amplifying their abilities but slightly warping their mind. There are members of the Church who abuse this ability wantonly, creating dangerous beasts set on destroying whatever is within reach. But just as you're able to create a demon, you can also revert these changes as you see fit (though this will fail if the target was a demon to begin with).

Fervent Zealot 600

But while demon transformations are effective at inspiring devotion through fear, there are those within the Church who believe that true control can be achieved by keeping the masses complacent, satisfied, and uninclined to search for the truth. Having an army of fervent devotees is great for spreading the message, but having a population that looks the other way because they're tired of hearing about the Church is perfect when the Church wants to act without scrutiny.

And experiments have been conducted, in towns far away from Trisken and the royal family's influence, but not far enough to escape the Church. These experiments have yielded distinct results, particular in the field of mass manipulation. If you can isolate an individual, this works even better, but when you're facing a group, you can blanket the crowd's minds with a mental fog which will leave them acting like a herd of sheep. The afflicted won't be able to plan ahead properly, much less question your actions, and when the more of them there are, the less likely that any of them will wake up from the mental stupor. Naturally, you'll run into folks with the mental fortitude to resist or snap out of it, but if they're the lone voice of reason in a mindless herd, they can't be that much of an issue can they?

MONSTER

Ark Ark 100

As you would expect for a monster, communicating with humans isn't the easiest thing. Even between various monsters communication is often impossible. Thankfully, while this won't help you speak in the human tongue, your intentions can be clearly conveyed to others through whatever odd sounds and actions you decide to make. Every now and then you might be misunderstood – when it comes to language there are certain nuances that are difficult to convey, but you shouldn't have any problems opening a dialogue, as peculiar as it may seem to any bystanders.

Hunter Instinct 200

As a monster you're effectively expected to be able to hold your own against any opponent – the wilderness isn't kind enough to give anyone second chances. But given that not all monsters are born equal, it's extremely beneficial to know when you need to run and when you need to fight. For most monsters this process of gathering experience would require countless battles with all manners of creatures, thankfully you don't need quite as much time and effort.

A cursory glance is enough to determine whether your target is definitively stronger or weaker than you. If you study them long enough, their mannerisms will betray their weaknesses, and it'll also tell you when they think they have the advantage. Monsters tend to lack subtlety for the most part, but you can slowly adapt this towards opponents with more guile as well, such as humans and demons. Even when your foe attempts to hide their weaknesses, you'll be able to pick up on the subtle signs.

Polymorph 400

Because most people are preoccupied with killing monsters rather than studying them, many of their capabilities are completely unknown. However, some monsters have exhibited a rather peculiar degree of mimicry. In some species this is limited to appearance, in others it is restricted to behaviour – but in your case, you can actually mimic the creature from its form down to its defining capabilities. In the mimic form, the creature's defining capabilities are enhanced – you can technically still utilize your own skills, but they won't be as effective.

Being as that you're a monster, learning how to transform doesn't involve reading books and studying pictures, but rather, you're going to need to actually engage the target creature and subdue them. When you do so, you'll be able to attain experience towards building a “perfect” mimicry – the more you kill the more effective this is.

Singularity Stomach 600

For a monster there isn't much in life that's more important than eating, and the more you can eat, the more likely you are to thrive even if a pesky adventurer drives you away from your native environment. While you probably shouldn't go around eating unfamiliar and dangerous

looking objects, this will serve to ensure that if you do ingest hazardous items be it accidentally or intentionally, you won't suffer fatal consequences. It'll probably still hurt a bit, likely will still make you feel nauseous, but you'll survive the process. Depending on what you eat though, you might find that the meal will leave you a bit stronger; as the saying goes, what doesn't kill you could make you stronger. Maybe if you chew on a bunch of swords you'll be able to strike harder, or gnaw on some shields to become more resilient.

MISCELLANEA

Binding Ritual – Four Corners 200

The original sealing of the evil deity relied on divine beasts sent down by the God, but after the deed was done, the divine beasts remained on the planet, and more importantly, knowledge of the sealing technique was maintained and passed down in the archives of Picard. Some would argue that if the human masses had retained such knowledge circumstances would be drastically different between humans and monsters, but at the time, there was no need for anyone to seal anything – the evil god had been subdued after all.

Now, as the prophecy speaks of the deity's release, it may be wise to consider learning the sealing technique for yourself. You can't call on God to casually send you a quintet of holy beasts, but you can at least use substitutes. The process is relatively simple, though it does require you to subdue the intended substitute, then divest a small portion of your own energy to effectively “brand” the creature. One benefit to doing this is that the creature won't merely be friendly to you, it'll also answer your call in times of need – using whatever means it has to get to you.

So long as your substitutes are strong enough, the seal that is made using the technique will hold sturdy for quite some time, especially if used against a recently resurrected entity like the evil god. But as you'd expect for a seal, it'll degrade over time, and weaker substitutes means that the seal will quickly erode. With a fully empowered evil god though, you're probably going to want to either empower your substitutes or gather more. While your substitutes will naturally grow stronger until they're somewhat comparable to the original divine beasts – you might not be able to afford the time to wait.

Divine Fitting 200

Because equipment tends to be tailor made to fit the bearer, a common dilemma that comes up, particularly with armour that was made to be passed on to future generations, is a definite mismatch between the equipment and the user. A suit of armour that was supposed to fit the chosen hero centuries ago might not fit the chosen hero's replacement today, or worse still – a suit made for someone who turns out to be the wrong person...well, the problem is obvious. For you though, there's a workaround that you can apply. Sure you could change yourself, but why do that when you can have the armour change to fit you?

At any given time, you can mark a set of a armour, and regardless of how you change physically, that set of armour will change to suit you and provide the same amount of protection as it normally would. And as long as this effect is active, the armour is, to some extent, timeless – it won't just corrode and fall apart, though naturally you can still make modifications to it as you need to.

Send a Stork! 200

Normally children are delivered to parents via one of the parents. But there are exceptions to this, odd exceptions like this one, where so long as you're around and you're using this to influence the world around you – infants will be delivered to their parents via stork. Be it human or monster, the stork is an equal opportunity baby deliverer, and it'll generally aim to deliver in a timely fashion. Though if it runs into a storm while making a delivery, it might accidentally lose the baby in a forest and the parents will have to pray for a knight to find it.

White Phantom 200

For those out there who like to steel themselves against the most difficult enemies, this could be somewhat useful – so long as you don't die in the process. While active, this affects creatures like monsters or soldiers in your local vicinity, empowering them by a moderately substantial degree. Counterparts to them will also appear in your surroundings, cloaked in a white aura to distinguish them from their normal counterparts, and these are even stronger yet, but they'll be naturally passive unless aggravated. The degree to which these creatures strengthen is relative to your own strength, and naturally, if you defeat them in this state, the rewards that you'd normally receive are also increased by a respectable amount.

It's a high risk high reward approach to training to be sure, but if you know where your limits are it shouldn't be too much of an issue, right?

Kalajik Legacy 400

No one really knows how the Evil God Xizan came to be. Perhaps the God knows, but if he does he isn't particularly keen on letting anyone else know. There is a theory however, that back in the time when the Evil God first went on its rampage, it was the ill will of the people living then which caused it to awaken. But then again, you have a way to test it out.

If you can gather enough people, you can draw on their collected malevolence and ill will to try and conjure an evil deity of your own. Granted, if there's too much malevolence to pull from, you might end up with something that you can't exactly control – and this world knows quite well what happens when that's the case. If there's too little on the other hand, you'll probably end up with an impotent beast, or simply nothing at all. You can however, command it, so long as you find that special sweet spot, just note that due to the nature of a being like this, it has a severe tendency to act on impulse, don't expect it to be particularly logical or reasonable. It is basically ill will made manifest after all.

[COMPANION AND FORM MODIFICATIONS]

[Note that companions active cannot find companions of their own]

Fellow Travellers 50/300

A companion can be imported and given the same privileges as you at a cost of 50 points/companion. Note however, they only gain 600 points to spend on skills and items.

You may import in a batch of 8 for 300 points, with the same benefits.

A Meeting with Locals 50/100 points

While most of the locals living across the land are generally pleasant, you can't exactly count on them to fend off a demonic invasion or take out a divine beast or two. But if you're interested in befriending someone from this world and taking them along with you, this option can make that possible – typically this costs 100 points, but if you're willing to convince them yourself, that cost can be halved. Naturally, anyone counts so long as they're a native, whether they're a human, a monster, or just a victim of a terrible curse.

Penguui Form 50 points

The Penguui are a reclusive species who live in an isolated village far to the North, unimaginatively named Penguui. Though the Penguui are capable of living in warmer climates and some travel across the world, this is a relatively rare occurrence. And while the monsters in the North are quite ferocious, the Penguui have had little trouble keeping them at bay. If you would rather be an oversized penguin rather than a human, perhaps this option would interest you.

The Penguui are extremely capable fishermen and also appear to be tireless when it comes to swimming (Penguui typically have to swim to the human mainland, should wanderlust ever set in). While they aren't particularly adept at fighting on land, they don't seem to have any problems in water – or perhaps they're simply so cute that predators don't ever consider eating them. That's probably not the case, cute as they may be.

Companions can also take this option.

Fairy Form 100 points

The current population of fairies is extremely uncertain given the species's diminutive form, tendency to shy away from human society, and how little is known about their race in general.

While they certainly exist, sightings of fairies tend to suggest that they bond to individual humans whenever they do appear in human society. If you're interested in becoming a Fairy, this option can make that the case.

As mentioned prior, the Fairy is a rather diminutive creature, so don't expect to be capable of any miraculous physical feats. On the other hand, having the capability to fly is quite convenient, and in addition to this Fairies are naturally capable of support, both supportive and offensive though the latter isn't quite as reliable.

Living Toy [Autonomous Model] 100 points

For someone to become a Living Toy is rather unheard of, but taking into consideration that some Living Toys seem to be disturbingly sapient, perhaps it isn't all that farfetched. As you'd expect this changes you into a Living Toy, with the drawbacks and the benefits that you'd expect from such a transformation. Living Toys aren't nearly as big as your average human being, but their prowess tends to outstrip humans in their field of expertise – a physically oriented Living Toy tends to be far stronger than the average human, a magically oriented Living Toy is capable of spells that the average human would find impossible.

As a Living Toy you'll have to decide whether you're physically oriented, magically oriented, or support oriented. Your personal skills won't be sealed away, but only the skills that align with your chosen orientation will be boosted significantly. Also, while you can act autonomously for an extended period of time, as a Living Toy you will have to periodically “recharge” as it were.

Most Toys tend to remain in hibernation for extended periods between combat. Being relatively lightweight does come in handy if you have someone to carry you around though, so pretty much anyone you trust can now become your personal porter.

Resource Conversion 100 points -> 50 points

If you have a surplus of points to spare and companions about, you can arrange to have your points converted for your companions to use instead. However, this exchange always occurs in increments of 100 points for 50 points per companion. Companions can't take this option.

[ITEMS]

[Companions can purchase items, but the items are bound to them specifically]

[Where logical, items can be purchased as many times as funds permit]

Packet of Odd Seeds 50 points

This bag of seeds has no label to describe what it is supposed to grow, and if you plant them and cultivate them as you would for any normal plant, you'll find that what blooms can range anywhere from a range of weeds, toadstools, more seeds, or even a hamburger. You'll find that these crops are commonly sold across the land, perhaps these are being planted en masse.

In the shops, the weeds have been given rather straightforward names for their function – Sickweed is used to poison monsters, Rottenweed confuses wild beasts, Terrorweed inflicts mortal fear into them, and Snoozeweed puts them to sleep. If you ask the shopkeepers, they'll likely tell you that while the Hamburgers grown are great for consumption, the toadstools are best left for monsters, as they're often used to paralyze them.

Should you run out of seeds while using the packet, it'll eventually refill.

Bag of Rubies 50 points

Oddly enough, rubies are the standard currency used across the land, and there's enough in this bag to ensure that if you're in a town, you'll at least be able to afford accomodation and a couple meals. When every ruby in the bag is consumed it'll eventually fill up again, but don't depend on it. It's probably more efficient to hunt for rubies in the wild.

Living Toy (Mass Production Model) 50 points

The original Living Toy line were tailor made pieces, intended to form a complete set for an avid collector. These Living Toys are reproductions, and while their effectiveness is slightly below that of the original Toys, they do have an advantage in that they can be quickly redeployed several times even if they fall in battle. Given that there are seventy individual Living Toys as part of the complete set, you can choose which toy you want the mass production model of.

An Odd Burlap Sack 50 points

An odd burlap sack that seems quite full, and while it can be easily carried around, it seems otherwise impervious to the world around it. People ignore it even if you put it out in the middle of the street, merchants refuse to take it, thieves refuse to take it, and the only thing that you can do with it is kick it, after which it will spit out an apple. Oddly enough, you can kick it as many times you want, but the flow of apples never seems to stop. Perhaps this is actually a

monster, or perhaps this is just some bizarre magic – there's apparently a piano somewhere in the world that spits out apples in a similar fashion...

Beast Subjugation Rod 100 points

An exceedingly old artifact that still seems to possess the power to neutralize the power of a monster, it isn't clear what the original designer's intentions were behind making this, but one would presume that they were looking for a means to control a monster without killing it outright. In the castle town of Trisken, some townsfolk have utilized artifacts similar to this in order to set up a safe training environment using normally hostile beasts. The effectiveness of the artifact isn't the best – so don't expect to be able to control more than one or two monsters at any given time. However, with enough time, the subjugated monsters may not require the rod's effect to remain friendly. Certainly, there's still a great deal that isn't known about the monsters scattered across the land.

Waterbug Flute 100 points

Waterbugs are odd creatures typically found in warmer climates, used by the people of the Southern Sea to traverse between some of the smaller islands in the region. But despite their natural habitat, they seem to have no problems traversing into the cold seas of the North, all while carrying passengers and cargo. Naturally, being a living creature of limited size, it can only carry so many people at any given time, but as long as you blow into this flute near a body of water, you can call a Waterbug to ferry you around.

Warp Gate Key Fragment 100 points

A relic from the civilization responsible for constructing the various Warp Gates littered across the world, this may as well be a useless trinket, were it not for its ability to warp the bearer and their companions back to the closest point of civilization it can find. However, it's a bit faulty, so generally this only deposits the bearer and company “close” to a town. Generally if you use it within a dungeon, you'll end up at the entrance – if you use it in the middle of the forest, you'll be brought outside the forest, so on and so forth. If you could find the ancient repository containing the knowledge of the ancient civilization that built this artifact, you could probably fix it – to the point where you could utilize it to reliably warp to a location you've previously visited. But there doesn't seem to be many people who know much regarding the ancient civilization – most people just treat the inert warp gates as curiosities.

Chest Rigging Tool 100 points

It probably seems counterproductive to rig a chest, given that people tend to use a chest to store objects rather than as an intentional trap, but this tool, designed to deter greedy adventurers, effectively turns any chest into a Living Toy capable of punishing any would be thieves. While the transformation process is fairly effective, the Living Toy is quite unsophisticated, effectively all it is capable of doing is moving about, screaming loudly, and if needed – exploding dramatically.

As you might expect, as long as the chest doesn't explode, the contents within the chest will be safe. But if it does explode...well, it may be difficult to salvage much in the aftermath.

Living Toy (Prototype Model) 200 points

An incomplete Living Toy, but because the manufacturing process isn't complete, this one can be tailored to your specific needs. There are limitations as to the specifications, but these are fairly straightforward. In terms of size, the Living Toy is limited to being half as tall as your average man.

When it comes to abilities, each Living Toy is only capable of performing a single ability – the more powerful this ability is, the more likely that the Living Toy will be incapacitated after using it. The pool of abilities that the Living Toy can draw from is effectively the individual purchasing it, but do note that if the ability naturally requires specific catalysts or has alternative requirements and limitations, the Living Toy's attempt at reproducing it will likely have a lackluster result.

Lastly, when it comes to appearances, you can have the Living Toy mimic any individual or creature that you've encountered before, just note that the personality matrix behind a Living Toy is rather rudimentary, and having the appearance of a specific individual doesn't mean that they'll have the personality of said individual.

Ancient Fairy Ring 200 points

To your average villager this ring wouldn't be any different from a ring you might find at a jeweller's shop, an intricate but probably exorbitantly expensive trinket, but any fairy you encounter will likely recognize this as a “Solomon's Ring” - an artifact containing enough power to create miracles. Unfortunately, details are quite vague on what said miracle actually is – the fairies believe that the ring is woven with magic strong enough to defy natural order. Some believe that it can be used to bring back the recently deceased, others believe that it can transform a fairy into a human, no one really knows what the truth is as fairies are a rarity nowadays, and their tales speak of a price which must be paid in order to use the ring.

Thankfully, you don't have to be a fairy to utilize this ring, but in the hands of anyone not a fairy, the ring is effectively a strong magic ward and magic absorber. Excess magical energy is sucked into the ring and in the process the ring behaves as if it is charged. There's a clear limit to how much energy the ring can contain, as the ring will stop absorbing magic after a point. If necessary, the magic can be expelled, but oddly enough this heals the bearer by infusing the magic into them.

In the hands of a fairy however, the ring serves a completely different purpose. The two halves of the fairy rumours combine to make the truth – the ring can be used to bring others back to life, provided that they were only recently deceased. However, in the process of doing this, the fairy's life force is drained, and should this take the fairy's life – the result is that the fairy is “reborn” as it were, except as a human. The ring becomes dormant after this.

Perhaps this too, was a relic hailing back from the time before the Evil God had to be sealed. Certainly there aren't any artifacts of this level being made in the world today.

Property Deed 200 points

If you happen to be in need of accommodations, you're likely to find some empty shacks and houses near the bigger cities, but arriving with a place of your own has its definite benefits. This small house has the amenities and supplies to house a small party, and in the basement, there's a workshop and an artifact which will respond to a Warp Gate Key Fragment if you so happen to have one. Otherwise it'll just serve as a simple monster deterrence device.

The workshop has its benefits, especially if you happen to be delving into Living Toy research, and while it won't teach you what you need to know in order to build Living Toys, there is always enough scrap pieces and assorted materials lying around to repair and upgrade Living Toys or equipment you might have.

Ancient Hero's Armour 300 points

The legends spoke of a man who sealed the ancient evil God, aided by five divine beasts and protected by a legendary suit of armour. Now, this armour set probably isn't the exact same set of armour used by the ancient hero, but the magic inlaid within the complete suit is old enough that it wouldn't be surprising if it came from around the same time. As a suit of armour it is more than adequate for fighting monsters and evil entities with – durability wise it is unlikely that you'll find anything better without having to pay an exorbitant sum of rubies, and probably due to the enchantments, it doesn't encumber the wearer in the least.

But of particular note is that the magic inlaid within the armour will prevent a person from death by old age. There's one man in the world who might be able to serve as demonstration should you be able to find him, a man who goes by the name of Darwin. But while he can testify to the armour's strengths, it isn't likely that he'll be able to explain to you how the suit actually works outside of “divine blessing”. Of course, you should keep in mind that while the suit prevents death by aging, the potential of dying from wounds remains.

[SITUATIONAL MODIFIERS]

It wouldn't be much of an adventure if everything went according to a plan set in stone before the adventure even began. But random occurrences aren't always good, and mishaps happening during an adventure generally isn't welcome. If you're the sort that does like to deal with adversity, you might as well get something for it.

You're limited to a maximum of 600 points from these modifications.

Monster Horde 100 points

Monsters have been a problem across the land for some time, but most communities have been able to keep the threat away from major settlements. Unfortunately, now it seems that even near major strongholds like Trisken, monsters are becoming a little too common and almost a bit too well coordinated. Naturally this doesn't bode well for the smaller settlements across the land, not even considering the caravans which have to travel in order to facilitate trade. If this persists, there might not be much of a society left.

Public Ridicule 100 points

Most people here don't ever get the opportunity to venture across the world, and left within their own small communities, it's easy to develop prejudices against outsiders, particularly now when rumors of demons and monsters are becoming more common by the day. So it would probably be normal for people to be a little apprehensive of you if you're stranger, but for some peculiar reason, there are always villagers who seem to have it out for you no matter where you go. While not all of them are malicious, for whatever reason they all seem convinced that harassing you and being a general annoyance whenever you're around is their life calling.

Stroke of Misfortune 100 points

Being unlucky isn't an uncommon thing, everyone has their stroke of bad fortune here and there. For you however, it feels as though bad fortune times its visits to you right at the most peculiar moments. Sometimes this may result in a monster dropping on top of your head, other times you may find yourself chased out of a cave by a giant bird...only to fall over the edge of a short cliff. It's probably better for everyone's sake if you decide to live life cautiously while you're around.

Cult Mentality 200 points

It's no secret that the Artema Cult has been quite prolific in their recruitment activities, but they've left quite an impression on the people – so much so that entire settlements seem to be converting over to the Cult, and oddly, they seem to be preoccupied with peculiar rituals while their settlements slowly fall into neglect. It's hard to say what drove them to this, but if they're

left to their own devices, it might not be long before settlements all over fall apart and the continent is ceded over to the monsters.

Unfortunate Prophecy 200 points

Prophecies are generally intended to help their recipients, but unfortunately as with all things that pass by word of mouth, it isn't out of the ordinary for the message to be distorted and misinterpreted along the way. You just so happen to unfortunately be on the receiving end of this – though depending on your perspective, this could be interpreted as a stroke of fortune.

People seem convinced that an ancient prophecy has marked you as the catalyst for the revival of an ancient demonic being. Now the cultists worshipping said being wish to sacrifice you in order to kickstart the process, whereas adventurers and authorities across the world want you apprehended and locked up. Living on the run may not be appealing, but if you get into the habit of hiding away, you may be able to live in relative peace. Probably not quiet though.

Cursed Form 200 points

It's not quite certain what exactly cursed you, but the curse that's been laid upon you seems to be fairly effective. You're now effectively a small pink blob – well, more of an odd rabbit lizard fusion than a blob, but you have the constitution of a blob. Your abilities are weakened dramatically, but still intact, just that you can't seem to change your physical form no matter how you try, and communicating by speaking presents its own dilemma. Depending on what you encounter, you may be seen as a good snack or a cute pet...hopefully you can respond quick enough in a given situation.

Wrongfully Chosen 300 points

The legends speak of a destined Hero, chosen by fate to put an end to the “demon menace” sealed away long ago. Unfortunately, not only have the demonic forces begun to move towards unsealing their master, a new “Hero” seems to pop up every week, and none of them seem to have any motivation, any awareness, or even any proficiency. That doesn't seem to stop the Kingdom's authorities from squandering resources to train and arm these “Heroes” - only for them to fall in their first monster encounter.

Is there really a Hero? Can the demons really be stopped? Who is convincing all these people that the “Heroes” popping up are the real deal? No one seems to know, but more disturbingly, no one seems to care.

Absent Prophecy 300 points

If people believe in a prophecy, but the prophecy happens to be a lie, could the situation be salvaged? When people are looking towards a hero for salvation, but said hero is nowhere to be found, will anyone step up if they believe that they'll be saved as ordained by prophecy? Well, you're about to find out, because there's no hero that's going to save anyone in this land, and the means of sealing the demons are all but lost. If you're going to step up to the task,

don't expect any help – because you're definitely not going to be recognized as the one in the prophecy concerning the Hero. It seems that whatever cultists are behind this seem fully aware that they're just a few steps away from checkmate too, because they'll be consistently ramping up their efforts to make the plan foolproof.

Will you have a place in the world they're looking to bring about?

Notes

There's a map of the world on gamefaqs that's actually labelled. For convenience, it's below. (credit to R.Agsten for labelling)



Perk Notes

Adventurer	
Adaptive Proficiency	*For an individual with no skills, this provides them with a basic skill applicable towards general aspects of adventuring and travelling. *This can be used to improve existing proficiencies as they apply towards adventuring purposes.
Intimidation	*You can manifest an aura to drive away monsters weaker than you. The stronger you are, physically or mentally, the further the aura extends. This can be suppressed at will.
Self Sufficient Supplier	*You have a knack for finding things in odd places, like chests that show up in corners or sacks containing supplies that escape the attention of others. *For creatures that would normally leave things behind when subdued such as monsters and dropped loot, you'll find that the quantity of items obtained will increase.
Substitute Hero	*In a given situation where a prophecy applies, you can ignore it for a

	short period of time. For instance, if a prophecy decrees that only a chosen one can fight an entity, you can temporarily fulfill the role of the chosen one. Or if a prophecy decrees that all men will quickly lose in a contest against an entity, you can hold your own, for as long as the effect lasts. *Over time you develop a “prophecy sense”, allowing you to identify when there's some sort of magical edict, prophecy, or divine “ruling” at work. *The period of time this can be maintained before it becomes ineffective can be extended, but this takes an extensive amount of time.
Inventor	
Picard Legacy	*Improves your ability at interpreting and manipulating archaic or ancient technology without external points of reference. Reduces the likelihood that technology utilized in this fashion will fail due to age.
Good Manufacturing Practices	*Improves the consistency and speed at which you can put together inventions or tools. This also applies to means of production that you own, but to a lesser extent.
Instant Rigging	*Allows you to modify tools and devices by attaching smaller components to them. Additions made this way are fully functional for a short period of time, but decrease in effectiveness with successive use before eventually falling apart.
Living Toy Legacy	*Grants the ability to create Living Toys out of scrap materials. The quality of the material dictates the Living Toy's effectiveness, but the actual function behind the Living Toy is decided by you. *Each Living Toy is created with a single skill/function that you choose based on abilities you possess, but they don't have the same strength that you do with said abilities. *There are two general modes of functions, Toys that function continuously, and Toys that utilize their skill once before going inactive for an extended period of time. The latter is generally stronger than the former.
Cultist	
Kind Smile	*People's first impressions towards you is generally positive, regardless of any reputation you may have. Actions you take that would affect your reputation positively will overshadow actions which would affect your reputation negatively.
Devoted Knife	*Individuals that are around you on a regular basis will gradually grow more devoted to you or your cause, regardless of your interactions with them or moral differences. *The strength of your companions increases by a small degree as their faith in you strengthens.
Offer of Salvation	*Transforms a target individual into a monster, reducing their mental faculties while bolstering their physical capabilities. The more devoted the individual is to you, the more likely this will succeed, but it can also be resisted with sufficient magical strength. *This effect persists until you dispel it or you are subdued.

Fervent Zealot	*Clouds a target's mind. While the effect is active, the target's ability to decipher, comprehend and plan ahead are substantially reduced. Their mental faculties are slowed down significantly, and they won't be able to grasp potential consequences of their actions. Mental abilities are also hampered while this is in effect. *The strength of this effect increases for every other individual under your control in the immediate vicinity. This extends the duration of the effect and reduces the likelihood of the target resisting.
Monster	
Ark Ark	*Facilitates communication between you and other creatures ignoring linguistic barriers. Works best within the same species or family, but still functions for different species in getting general ideas across.
Hunter Instinct	*Allows you to scope out the strength of a target in sight. This assesses their strength relative to you, and allows you to pinpoint both the target's weaknesses and strengths. *As the enemy weakens it will be apparent, even if they don't show signs of physical weakness.
Polymorph	*You can mimic a monster that you've encountered and subdued prior. This mimics the monster's properties, including elemental affinities, skill capabilities, and physical form. However, in this mimic state, skills native to the monsters are considered “speciality skills”. The effects of these skills are amplified – all other skills that you know are slightly reduced in efficiency.
Singularity Stomach	*Allows you to eat items, regardless of whether you'd normally be able to ingest it. Things that may be dangerous for consumption will still be harmful (resulting in negative effects), but won't be lethal. *Items that you consume will increase your strength in various ways, swords may increase your physical strength, armour may increase physical resilience. The growth is small, but accumulates over time.
Unaffiliated	
Binding Ritual – Four Corners	*As the name implies, this allows you to bind creatures, sealing their abilities and restraining their power. The effectiveness of this binding is dependent on factors called “Sacred Beasts”. *You can designate local creatures to become Sacred Beasts. This empowers them slightly, amplifying their existing abilities. The fewer the number of Sacred Beasts, the stronger each individual beast is, but the greater the number of Sacred Beasts, the stronger the binding's effect. *It takes a portion of your energy to actually designate a creature, but they can grow stronger on their own accord past the initial designation. “Sacred Beasts” can be called to you regardless of distance, provided that they're in the same world. *The sealed target is contained within an artifact, you don't need to provide an artifact, but you can choose an artifact if you so wish. Over time, the seal will weaken – if the initial sealing was weak, then the overall rate of degradation will be fast.
Divine Fitting	*A passive effect that allows armour you wear to conform to your

	shape, regardless of your physical form. This applies to one specific set of armour at any given time, but you can swap the set which is affected (effectively, this only affects you). *Armour affected by this modification will have improved defensive prowess, regardless of its physical condition (the effects of time and wear don't affect it)
Send a Stork	*A localized effect that causes newborn children to be delivered to their parents by storks that come out of nowhere. This affects all creatures in the local vicinity.
White Phantom	*Localized effect that strengthens existing monsters nearby. *Localized effect that manifests creatures of far greater strength than normal. These creatures aren't hostile to you by default, regardless of how the original species that they're based off of would act. They are however, noticeably stronger than those of the same species. *As you grow in strength, these creatures also grow in strength, not at a 1:1 rate, but attaining enough strength to keep themselves competitive. *If you do fight these creatures, the amount of experience you gain out of it is increased substantially compared to their normal counterparts.
Kalajik Legacy	*Takes the collective “evil” intentions of those nearby, and utilizes it to manifest a creature that embodies those intentions – effectively allows you to summon a mini Xizan. The strength of the summoned creature reflects the gathered intentions, the more intense those intentions, the stronger the summoned creature becomes. *The summoned creature responds to your commands and can be directed remotely, but otherwise it is entirely driven by impulse and compulsion rather than logic and reason.