

20 MINUTES 20 MINUTES TILL DAWN

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Introduction

Within this world, there exists a boundary that separates the world of humans and the eldritch plane's host of unknowable *things*. The barrier that makes the boundary protects the humans weakens in the absence of the sun. Combined with the endless attempts to breach into the world of humans, the barrier can no longer hold through an entire night.

Just before dawn is a gap of twenty minutes where a few truly unlucky people can be pulled into their realm. Being pulled through once makes it far more likely they will be pulled in once more as the foreign realm marks them forever.

Regardless of which side of the boundary you hail from, this conflict is certainly something you are familiar with. To define your existence here, you receive the following:

+1000 CP

Locations

You may either roll a d4 or choose, both options are free.

Your Homeland

Arguably the kindest of options, at the moment, you are not bound to battle at the boundary each night, at least for now. Though be warned, those who possess power are more likely to be drawn into conflict than those without power. While this place may seem safe, despite the conflict being primarily at the boundary, there are the occasional few creatures that make it through. If you are an Eldritch Thing, you still risk being hunted by the more fanatical of those pulled through the barrier.

The Forest

Most believe that this place, the place closest to the boundary on the side of the unknowable creatures, is a forest. This is not true; the dark blood soaked grass is the only true plant life native to the plane. The things humans call the 'Trees' of the forest are actually creatures. It is simply fortunate for humanity that their natural daily cycle causes them to hibernate before the boundary weakens. While their slumber is not absolute, they are hearty enough creatures that it will take notable effort to rouse them.

Other than the Mysterious Trees it is common to see the frontline soldiers of the eldritch forces swarming in the daily window.

The Temple

Within the Forest is a temple. This temple is the seat of power for one of the Kings of the eldritch creatures. It is rare for a human to appear here or to seek this place out. The strange stone the temple is seemingly indestructible, save for the obvious signs of wear. Given the number of creatures that explode employed by the King, it is likely that this is something often utilized against the rare intruder.

Beyond the frequent swarms of exploding creatures, the more higher ranked creatures are stationed here, in addition to their clergy. If an intruder becomes too problematic, it is possible the King themselves will appear.

The Pumpkin Patch

It may seem strange that there are pumpkins within the eldritch realms, but it should be remembered that this conflict has been going on for untold millennia, and it isn't unheard of for the few humans brought through to have seeds on them when they are plucked into the conflict. As to why the pumpkins have spread as much as they have in this sunless realm; it is one of the mysteries of the world.

This patch isn't near the boundary, and as such has less of the normal soldiers, but that makes those that live here no less dangerous. They seem rather festive though.

Origins

Most origins default to humans, though ultimately, unless otherwise noted, your particular species is for you to decide. Your species will determine which side of the boundary you hail from.

You may either roll or decide for free for both your age and gender, should you have one or either of those.

Origins can optionally be taken as Drop-In.

Free - Astrologer

Even in these dark days there are the few who observe and divine secrets from the stars above. When the eldritch creatures first broke through, these scholarly people took their knowledge and forged it into weapons they could use to protect themselves. While these arts pale in comparison to the real cosmic phenomena they imitate, they can still turn the tide of combat in their user's favor.

Those who still maintain the pursuit of understanding the cosmos are few in number, and worse their research is sometimes blamed by laymen for the state of the world. Given the danger it could bring, it may be better to keep one's allegiance a secret especially around those that are more superstitious.

Free - Elemental

The Elemental Powers, Flames, Wind, Lightning, or Frost will occasionally bless a human, imbuing them with an innate command over the respective element. Though these blessings are uncommon, the elements are not barred from those without this blessing. For those who must instead seek this power, they must spend significant time practicing their magics in order for the Powers to aid them. Though those who must study are capable of commanding multiple elements, unlike those who have only received a blessing.

Free - Former Angel

Before the influx of the creatures, humans worshiped a god of light. The messengers and soldiers of this god were sworn to protect humanity, being a beacon of hope. Before the boundary came to disrepair the god claimed responsibility for its creation, though whether that is true is unknown. What is known is that they and their host were unable to repair it, precipitating the collapse of the religion. The god retreated to its original realm, and when it did so called back their angels. Amongst their number a few broke their halos, becoming mortal, to remain and uphold their oaths to humanity.

Although their holy powers are weakened now that they are mortal, they remain formidable. Given the need, they are able to reclaim a measure of their former power, at least momentarily.

Free - Shaman

While there are those who draw power from the stars, and the elements; there are also those that draw power from nature and the spirits of the creatures within. In comparison to most of the other magics, the magic practiced by shamans is more spiritual in nature, involving communing and bonding with an animal spirit and gaining strength through them.

Shamans tend to switch between their animal shape and their human shape with ease in combat, optimizing for the capabilities most useful in the moment.

Free - Warrior

Many of those that survive night after night possess some measure of supernatural power, but they aren't the only ones who do so. There are those that survive through sheer martial prowess; those that use techniques that seem supernatural, those that can dance through the battlefield, and even those that are simply heartier than their peers.

Indeed, even with the hordes they face, it must be a small comfort for those who lack supernatural power that these warriors stand as proof that it is possible to survive.

Free - Witch

Historically, there have been humans that mastered darker magics and felt the scorn of their brethren. Eventually learning to isolate themselves if they are discovered, as a matter of survival. The same power that made them feared also helps them survive against the Eldritch horde.

There are a number of practices that fall under what is considered witchcraft, including curses, necromancy, and commanding familiars.

200 - Eldritch Thing

Those on the other side of the boundary are great in number, with physiologies that defy reason. Most of these creatures are floating heads or masses of tentacles. Those that have a more human shape can claim some human ancestry, though how this hybridization occurred is better left unmentioned.

While common belief dictates that each and every one is an enemy of humanity, this is not the case. While it is truly rare, there are those that for one reason or another have decided to ally themselves with humanity. Those that choose this origin may freely decide their allegiance, though it is best to not expect compassion or understanding from most humans.

Perks

Perks are discounted based on your origin. Discounted perks are 50% off, discounted 100 CP perks are free instead.

General

Free / 100 - 20 Minutes of Nonstop Action

Those that are forced past the barrier each day frequently fall to the hordes from exhaustion or running out of resources. The few who consistently survive surely have some wits, but stamina and preparation are the major factors. You seem to be one of those with the potential to live despite the harsh situations. Regardless if you are one that is forced into almost nightly fights for your life or not.

For 20 minutes every day you seem to have inexhaustible stamina. This doesn't improve your instantaneous capacity, simply how long you can go. Additionally, so long as you do some reasonable preparations, you'll find that whatever resources you'd use (such as ammo or first aid equipment) will last at least for the first 20 minutes. To be clear on the limits of this, you do need to bring a reasonable cache of those resources to use, if someone were to question how you still have some to spare this perk won't close that gap by itself.

This perk is granted for free for the duration of this jump, however you may purchase it for an additional 100 CP to keep the benefits for future jumps.

100 - Battlefield Awareness

The battlefield is a chaotic place. More so when enemies swarm from every direction. While eyesight only can cover one direction, there are a number of other senses that can help one assess the area around them. Over time you have developed a keen sense of the area around you. Not enough you could instantly distinguish someone coming from behind, but enough to let you know that there is someone there, so long as you are paying attention.

100 - Holy Arts

Can be purchased twice

The Holy arts are a type of thaumaturgy, most frequently manifesting the wrathful miracles of god, also called smiting, or a more preserving miracle by manifesting divine protection.

By purchasing this, you may choose either Smiting, or Shielding

By choosing Smiting, one learns to manifest holy light that strikes your nearby foes dealing notable damage.

By choosing Shielding, once learns to manifest a bubble that surrounds a target protecting them from a significant blow. Recreating such a shield usually takes a few minutes, but skilled practitioners are usually much faster.

While there are other applications such as healing, such things take much longer to perform, taking several minutes and a significant energy investment rather than a mere moment. Either purchase grants knowledge of these other applications

Holy Arts of all kinds grow stronger the greater the vitality of the practitioner. The various arts also synergize with each other as casting one tends to leave excess holy power in the area that can be used for another art, though strangely specifically not the same art.

100 - Nimble

Taking the occasional hit is inevitable, but that doesn't mean that every blow is destined to hit. You have a useful combination of skill and luck that makes you fairly likely to avoid hits should you be seriously trying to do so.

Optionally, you can be somewhat smaller than others. This is mostly cosmetic, but being smaller does make you harder to hit.

200 - Juggernaut

Vitality is important for the living, having enough of it means being able to take more punishment. Given that even the most skilled will make mistakes against great hordes, having more of such a buffer is never a bad thing.

Beyond the general improvement to your vitality, you seem to bounce back from blows quickly. This isn't outright regeneration, but damage doesn't seem to hinder you for as long as it does others making it much easier to continue a fight for far longer.

Optionally, you can choose to be notably larger than others, while this would ordinarily grant even more vitality, it is mostly a cosmetic option. The greater physical strength and leverage granted by the increased size do exist, but only as a secondary benefit.

200 / 400 - Evil Eye

"If looks could kill" is a common expression; for you, however, there is no 'could'. By giving a sufficiently focused look you are capable of physically harming those in your view. While this isn't too tiring to do for a moment, you'll find holding the effect for extended periods of time does hurt your eyes. As a secondary effect your vision is notably good, especially your vision in the dark.

For an additional 200 CP, your glare can be imbued with magical powers you possess. These effects are usually not the most complex feats of magic you can perform, but they are applied to those you look upon fairly continuously. Given time you can learn to mix other magics into your gaze and selectively choose which of the magics you could do that are applied.

To be clear, these effects can come from any supernatural energy you possess. The effects are also generally less powerful, than if you were using them for their own techniques. For example, a technique that allows you to breathe fire, would translate to giving you the capacity to burn your foes with your eyes, but not creating a conflagration that consumes everything in your field of view.

Cosmetic glow, as well as if you only want it in one eye are up to you. (If you choose to have it in one eye and lose that eye the power will transfer to another eye without issue). Comes with an optional eyepatch to 'seal' it if you choose.

200 / 400 - Strong Soul

While it is the most essential part of you, making it a weakpoint should it be targeted, your soul seems to be uniquely strong. In fact it is strong enough that it confers a protective aura that can absorb physical blows. With each blow this aura takes, it weakens until it is completely broken. Over time this aura does regenerate, but there is a limit to how often this aura regenerates before one's soul becomes exhausted and must rest and recover.

For an additional 200 CP, you are capable of using this aura offensively as well. Passively you will find that your attacks are stronger the stronger your aura is. As a secondary effect, when your aura is damaged excess offensive energy is discharged from it pushing foes away while also lashing out at them.

Astrologer

100 - Cosmic Phenomena

Each astrologer focuses on a single phenomena of the cosmos, in an attempt to take the time to understand it fully. One decided to study Black Holes for example. Through this understanding they developed the ability to manifest black holes themselves.

What this perk means for you, is that you have spent enough time studying some similar astrological function, enough to be able to manifest a simulacrum with some effort.

Do note, that these manifested objects and events pale in comparison to the real thing, a black hole manifested this way will pull objects towards itself, but it won't tear them apart with gravitational forces. Usually this means that they don't do much physical harm, but instead offer some utility.

200 - Combative Cosmology

Normally, Astrologers don't focus on the combat applications of their studies, instead investing time into research. Possibly due to your participation in these nightly fights, you've turned to using the beauty of the cosmos to strike down your foes.

Having mastered your Phenomena for combat has made it easier to apply a similar process to other areas of your study. What this means depends on the area of study and what you are weaponizing in particular, but if there is a combat application you'll find it if you put in the time.

If you have the Cosmic Phenomena perk, while the effects still pale compared to the real thing, your Cosmic Phenomena is able to dish out damage quite nicely. Additionally, you'll find summoning it takes less time between uses, making it more combat applicable.

400 - Star Cascade

As a star grows old, it eventually explodes, and either leaves a black hole or a smaller far more dense star. Such processes can be found everywhere, where one thing's destruction leads to something new being created.

You've practiced with such things and have mapped it into your magic. Essentially, you can utilize magical effects you've created as they dissipate to fuel a further effect. As you practice you will have less and less waste, but to keep such a cascade going indefinitely you will always need to provide at least some more fuel.

Eldritch Thing

100 - Menacing Float

Most Eldritch creatures don't bother with the terrestrial movement of 'walking.' They usually float through the air through some strange mechanism. This movement takes less effort than running, and is also somewhat faster than it. You are also still capable of walking, if just for the novelty of it.

200 - Mass of Flesh

Humans have a number of specialized organs for specific functions. A brain for thinking, a heart for moving blood around, etc. The Eldritch horde does not suffer the same issue. The Eldritch Things' cells are able to function as whatever they need to to keep the creatures alive. While this does mean that you functionally don't have weakpoints, sufficient damage to your body will still kill you as each function must still be performed and your cells can simply perform any task not every task.

400 - Scion

While most of the Eldritch beings are not unlike animals controlled by the few rulers of the eldritch world like Hastur, you are not like them. Instead, you are either one of the Generals of the army, or the child of one of the rulers.

Taking this grants you one of two options; either the power to summon and command your lesser kin, or manifest parts of your true form into the world around you.

If you choose the power to summon, you will be able to prepare a contingent that you can summon to your side, though it will take time to get up to speed each combat with how many can be summoned at once. Only being able to summon a few at first with the number increasing so long as the summoning is ongoing. To create this contingent, you can with a simple sacrifice of flesh have the sacrificed flesh become a lesser creature that shares some of your characteristics. This choice makes you more similar to one of the Boss Enemies of this world.

Alternatively, you will be able to fold your true form into local space and poke it out into regular space for short periods of time. Additionally, this choice grants you a much larger and stronger form that is mostly outside of regular space, along with potent regeneration for parts that remain in your subspace. A small manifestation that with effort you can reshape acts as a focus for influencing the world outside of the subspace. Should you desire to fully manifest, you would need to perform a summoning ritual to create a tear large enough to come through. This would make you similar to the daughter of Hastur, also named Hastur.

Elementalist

100 - Elemental Blessing

Can be chosen up to four times, purchases past the first are not discounted

Choose one of the Elemental Powers: Flame, Wind, Lightning, or Frost. You have either received its blessing or studied it to master its power. At its base, this gives you the ability to call forth minor effects of the element, such as a fireball, a bolt of lightning, or a shard of ice. With time and effort, your power will grow, making these effects more powerful, eventually even being able to throw waves of fire, summon arcing lightning, or freeze foes solid.

Additional purchases allow you to select another Elemental Power to gain this perk for.

200 - Elemental Mastery

Instead of being a novice with your elemental abilities you have had time and practice to truly master the power. In addition to them being stronger, your elemental abilities can momentarily enhance your physical ones though this enhancement is usually through actualizing a metaphor. This means that summoning flames may help you 'burn through your clip' and increase your fire rate, or lightning could 'recharge you' and occasionally restore stamina.

400 - Elemental Spirit

A different blessing compared to that which can be conferred upon birth, the Powers will sometimes create a being that is a fragment of itself and bestow it to one who has diligently practiced and mastered their element. These fragments usually take the form of a creature, though regardless of the usual size of what they choose to mimic they are usually between the size of a fist and an adult's torso. These spirits possess a great command of their element and will support and protect whoever they are bonded to.

If you have the Elemental Blessing perk, you will also receive a spirit for the first one you selected.

You will also find that given a similar dedication and practice will cause you to manifest similar spirits for any elemental abilities you practice. If you have the Elemental Mastery perk, you will find the process of reaching the level to receive them easier.

Former Angel

100 - Formerly Divine

With the break of their halo, the angels found their bodies weakened. Their strength, speed, reflexes, and their senses all lessened. While there were worries about how this would affect them, they simply began to practice to recover their lost strength. While the divinity was lost, their bodies remembered the strength it should have and adapted.

When you lose something that had granted you power passively until it had simply become part of you, you will find that not only can you bounce back from the loss, but you can bounce back faster than most if it is at all possible.

200 - Holy Weapons

In your hands, your weapons are imbued with holy power that is enhanced by your vitality. This grants the weapon a subtle flickering glow and enhanced capabilities that grows stronger the greater your vitality is.

One mortal once tried to explain it as, "The more HP you have, the more damage your weapon deals." an apt description.

400 - Ascension

Forsaken by the god that created them and their halos broken, the former angels were little more than other mortals. There was one part of them that most had forgotten; they were originally beings of worship. As a few of their number upheld their oaths, those they protected began to believe in them. This belief eventually would catalyze in the angels their own divinity, ultimately manifesting as a halo made of their own power.

These halos were fickle, only manifesting for short periods of time, but manifesting longer the greater the faith in them was. It would grant the angels enhanced abilities related to the angel themselves, sometimes great strength, sometimes incredible speed, or a number of other things.

Whether this is something you have begun to develop because you were an angel once yourself, or if the power of worship simply isn't limited to them; you possess the ability to manifest a halo of your own.

Shaman

100 - Nature's Blessing

When you were younger you were part of a ceremony where you bonded with an animal spirit, and had it become part of you. This bond had some effect on your growth, as you gained some traits from the creature. For example, someone with a rabbit spirit or a deer spirit would both likely be quick, but the one with a rabbit spirit would likely be smaller, and the one with a deer spirit would likely be larger than if they did not have a bond at all.

As a secondary effect of this, you will be able to momentarily take on the form of your bonded spirit. While in this form, the spirit will take the damage that would be dealt to you. The spirit will be generally unharmed by mundane attacks; as due to their nature, they are above the petty physical world.

200 - Spirit Mate

Whether it is a spirit that possesses a relationship to one within you, or a spirit that you share a spiritual connection with that is unrelated to the Shamans bond, there is a spirit animal that follows you and protects you. As a spirit, manifesting all the time is beyond their capability, so they will frequently take breaks to recuperate.

Outside of combat, they are quite willing to scout for you, and to be a companion. They are also fully capable of leaving should the relationship break.

Should this connection be lost or the spirit slain, you will find that you can form a new bond with a willing similar spirit.

If you have the Nature's Blessing perk, this spirit can manifest whenever you transform for as long as you are transformed without the need to rest.

400 - Greater Spirit

Sufficiently ancient spirits sometimes have authority over one aspect of nature or another. Somehow you have been granted authority over a season. This grants you a number of abilities thematically related to the season; it is with practice that you will find the extent of this ability.

If you have the Nature's Blessing perk, you possess this authority through your bonded spirit, and will find these abilities much easier to use while you are in the form of the spirit as the spirit has had time to master the abilities and guide their use.

If you have the Spirit Mate perk, that spirit will have authority over the opposite season you do. (i.e. Spring and Fall, or Summer and Winter)

Warrior

100 - Olympian

While others were studying arcane powers, you were honing your physical abilities. In terms of raw physical capabilities you are one of the best. Additionally whatever specific physical activity you have chosen to specialize in, you are one of the top ten in it in the world. Your sculpted physical form is a testament to the effort you have put in over the years.

200 - Ninjutsu

It may seem like magic, but pure Ninjutsu is just a sudden burst of superhuman physical ability. A burst of speed that makes one appear to have teleported, or an instant of herculean strength to throw a much larger opponent for example.

While pure Ninjutsu is usually sufficient, most higher practitioners learn some sort of magic to augment the effects. Such as by leaving behind a shadow when one seems to teleport.

As a practitioner yourself, you are capable of using pure Ninjutsu to perform various feats, but you have also been taught the basics of how to use it in conjunction with actual magic, giving you a head start when you work to integrate it into your techniques.

If you have any of the perks from this jump that grants magical abilities, you may choose one of them to already have combined with your ninjutsu.

400 - Comeback Champion

In battle, there are those that fear those that are stronger, and those that fear those that just keep coming. You, unfortunately for them, are both. Not only are you about twice as hard to kill as your peers, as you accumulate damage you find both your weapons and yourself getting more powerful. When you are on your last leg, those you face will soon be too.

Witch

100 - Witchcraft

Can be purchased three times, purchases past the first are not discounted

Usually hidden from the view of others, there are a few that practice the arts called witchcraft. Fundamentally, witchcraft is a magic that affects the spirits of things. Curses wound the soul, necromancy enslaves the spirit, and the creation of a familiar twists the soul of the familiar. While these magics have historically had negative connotations, their use is not inherently evil. Knowledge of cursing can be used to treat spiritual wounds and excise spiritual parasites for example.

By purchasing this, you may choose one of these disciplines: Cursing, Necromancy, or Spiritwarping.

By choosing Cursing, you have learned a number of ways to wound a soul. While making fetishes of a target to harm them is less useful in combat due to the preparation time involved, there are techniques that are. You have mastered a technique that wraps your weapon in cursed power, allowing you to use your foe as the fetish itself. What that means is that a short time after you strike a second, significantly stronger blow is inflicted upon your target.

By choosing Necromancy, you have mastered magics that allow you to command the dead, historically used to attack the living. These magics are easier to use the more recently the target has become deceased. Fortunate, then, that you will likely soon be surrounded by the recently deceased. Long term command usually takes concerted time and effort to bind a soul, whereas momentary commands before the soul passes on are more easily done in combat.

By choosing Spiritwarping, you know the magics required to convert a creature into a familiar. The process makes the creature bound to serve your commands, as well as imbue it with echoes of your own magical abilities and increase its physical abilities.

200 - Ancient Witch

Given the secrecy of its practitioners, witches usually don't have the benefit of mentors as much as the users of other magics. This usually means that it takes longer to master one's discipline, as such, most masters are quite a bit older than other practitioners when they could be called masters.

You yourself could be called a master in your chosen art or arts. Your curses are significantly stronger than most, you can split spirits you command with necromancy, and your familiars are quite a bit stronger. If you have learned the respective witchcraft that is.

Secondly, your repeated practice with these arts has hardened your own soul, making you unusually resistant to these same kinds of attacks and extending your lifespan by quite a bit.

400 - Vampirism

Bodies are fleeting things, kept alive in part by the souls that they house. There is a branch of witchcraft that can reinforce the body to make it weather time indefinitely, this branch is called Vampirism. Essentially, the practice involves consuming a still living soul by sucking it out of a body. Doing so will revitalize the practitioner, restoring their youth as well as granting short term regeneration that can even restore limbs. This regeneration may not be fast enough to help much in combat, but an indefinite lifespan to practice and refine one's skills is nothing to scoff at.

Unlike the other branches of Witchcraft, there isn't a benign application of the magic, so beware letting others know of your particular palate.

Guns

You receive discounts for one gun, and one of its upgrades. Guns that are discounted are 50% off, 100 CP guns that are discounted are free instead. Each gun purchased also gets a 200 CP stipend that can only be spent on General Upgrades for that gun.

Each of the Gun options cover a category of weapon, so if you'd like something not explicitly listed, choose the most appropriate category and you will get the weapon of your choice.

Each weapon has several options for specialized upgrades unique to the category and can only be applied to it, but the general upgrades can apply to any weapon. Specialized upgrades are listed below the weapon

In the future, it is safe to treat purchases from this section as Items. Guns that are lost or broken are returned or restored after a month. During this jump, if you would not have one of your purchased guns due to the above reasons before dealing with a swarm, a generic version of the gun will be provided shortly prior to the event.

Free - Water Gun

The weapon is an actual water gun. By pumping the gun you can build pressure and fire streams of water from the attached tank. Water alone doesn't deal much damage, so as an additional part of this weapon, there is an enchanted pot that orbits you which has a violent magical plant planted within. By watering the plant it will fire out spores that can deal some damage. Though you will have little control of the orbiting pot, or of the plant's aim.

Note General Upgrades are only applied to the Squirt gun.

100 - An Accord

With how chaotic using the weapon is, it is important to at least be on good terms with the plant. This upgrade makes it so the plant will at least aim at your enemies and won't attack you, even if it is feeling cantankerous.

100 - Magical Bond

The particular breed of your plant is capable of absorbing nearby magic and using them itself. Given its proximity to you, its spores are soaked with your magical abilities tinting them with your recently used magical powers.

100 - Modifiable plant

Upgrades you'd purchase for this would normally only apply to the squirt gun. What this upgrade does is make it so that any upgrades that can be applied to a gun can be applied to the plant, provided you give it a solid attempt to integrate it. Upgrades purchased here are integrated without effort on your part by default to the plant as well as the gun.

100 - Bow

While it may at first appear impractical, the arrows that are fired by this bow will magically return to the quiver when called. They return rather violently, being capable of causing additional injuries on the return trip. In terms of capabilities, it has above average damage, below average fire rate, and a small number of arrows.

100 - Returnfire

This upgrade wasn't originally meant for fighting hordes, instead was for setting up traps. While arrows become ethereal when fired and passing through foes, they are far stronger when called to return. While only hitting once the wounds they inflict are more grievous than being hit three times.

200 - Magical Return

The arrows siphon magical energy from whatever they strike. While this doesn't disrupt effects much, it does imbue the arrows with magical power. Meaning that as they return they will strike with weakened copies of spells they have absorbed. As you use magical abilities, the arrows will soak in those as well, though the way the enchantment works limits them to unleashing their power only on the return.

200 - Volatile

Your arrows have a bit more kick to them, given, you know, that they now explode. Strangely, the arrows still 'return,' they just do so by having the scattered shards return and reform the arrow, ready to fire and explode again.

100 - Crossbow

This crossbow can charge its shots to increase damage and pierce through targets. It has high base damage and can fire quickly, though given its nature it takes a while to reload and can only have a single bolt loaded at a time.

100 - Quickload

A simple upgrade that overcomes one of the key flaws with the design of the weapon.

100 - Wind's Blessing

A blessing from the Winds themselves, you will find your movement while wielding this aided by the wind, making you faster. Additionally, the wind will help guide your bolts, making them more accurate.

200 - Quantum

A modification developed by a strange Astrologian that decided to study 'that which is too small to see' before being driven mad with what they discovered. Each bolt is imbued with a strange uncertainty making it so that whenever you are not certain of its position while its flight hasn't come to an end, its position will randomly shift to somewhere in your vicinity, but keep its velocity and direction. It's never struck its own user before, but how certain can you be that it isn't purely by chance?

100 - SMG

A small rapid fire gun, while each bullet does little damage individually, the principle for this weapon is 'quantity over quality.'

100 - Stabilized

A common issue with rapid fire weapons is the kickback. A set of minor upgrades has reduced the kickback to the minimum.

200 - Elemental

Blessed by one of the Elemental Powers, the bullets of this gun are imbued with elemental energy, increasing the efficacy of each shot, as well as imparting that kind of elemental damage

200 - LMG

In exchange for the compact design, this modifies the gun to increase both power and ammo capacity.

100 - Kunai

While it is possible to use individual knives in melee, the true use of this is that the bag that contains the knives is magic. It will rapidly target nearby foes and when a knife from within is thrown the bag will unleash additional knives to hit the other targets.

100 - Ninjutsu Talisman

The bag is modified to receive an additional enchantment that affects the kunai within as well as the wielder. It will enhance the wielder's speed somewhat, and to the kunai, they are now launched with more force the faster the wielder is moving.

100 - Trick knives

By modifying the edge of the knives, now instead of sticking into a target, they will bounce off of them, likely into other targets given the bags targeting capabilities.

200 - Countless Blades

This modifies the bag to have a somewhat increased capacity, from twelve blades to just shy of a thousand. The bag being somewhat larger also has improved targeting making it target much faster than before.

100 - Revolver

A reliable sidearm. The compact form makes it easy to carry, and the design of the weapon makes it quite easy to maintain.

100 - Trickshot

A modification to the weapon that allows the bullets to bounce once they strike a target. Given some practice it's possible to fire around corners and other such things. There's an enchantment that makes it also provide a small amount of additional power to the bullets the more they bounce and general stylishness of the user.

200 - Aim Assist

An enchantment from a witch partially makes the gun akin to a familiar. What the familiar tries to do is that when the wielder fires a shot, it will try to aim at the vital areas of whatever the bullet would hit. The gun has an innate sense of where to cause maximum damage and good intuition to work with the wielder's intentions. Making the weapon a loyal and deadly companion.

200 - Volley

A strange enchantment makes about a third of the bullets fired from the gun actually four bullets. There isn't an explanation for how it works, it just does.

100 - Shotgun

This pump action weapon uses shells full of metal beads to cause widespread destruction at the cost of accuracy and range. There are also a number of additional types of shells that can be used to adapt to different circumstances.

100 - Melee enchantments

A series of enchantments that focus on maximizing damage at the cost of the effective range of the weapon. Functionally doubling down on the strengths of the weapon, while also exacerbating its weaknesses.

200 - Cannon

An enchantment developed by Astrologers makes it so that the pellets of the rounds fired are crushed into a single larger slug. While slug rounds exist, the enchantment greatly increases the power of the bullets the more parts are crushed together.

200 - Partner

While this upgrade appears to just be a second barrel and firing mechanism with 'Partner' carved into it that can't be attached to your gun, it is actually a specialized familiar. When you are in combat using this shotgun, Partner watches your back firing at enemies while focusing on those that are behind you. It magically draws shells from your shotgun to fire. Comes with a magazine extension as well.

100 - Sword

It is only through a blessing from the Winds that this is even a ranged weapon, much less a 'gun.' The blessing makes it so that slashes from the weapon travel a short distance, though the blessing runs out of steam rather quickly. A spin attack will restore the power of the blessing to allow more slashes to be launched forward.

100 - Wind Spirit

Instead of a simple blessing a Wind Elemental Spirit resides in the blade. In addition to making the wielder move faster, the Spirit will make the attacks from the sword sharper the faster the wielder is.

200 - Death Scythe

A secondary enchantment from a witch imbues the blade with a curse so that it can strike the soul and cause a secondary more powerful strike like the Curses of a witch. This enchantment is much stronger during a spin attack

In the hands of a witch who knows how to curse, the curses applied with this weapon are much stronger than those they are usually capable of.

200 - Light Blade

Imbued with vitality and holy power, this weapon does two things. First it bolsters the vitality of the wielder, and secondly will unleash holy power to strike nearby foes.

The weapons with this power are said to have originally been wielded by the angels.

200 - Batgun

A peculiar type of weapon, instead of bullets it fires spirits that seek foes. Boasting relatively high power, but a slow fire rate, it's not something to overlook. The projectiles looking like bats is optional, another animal can freely be chosen.

200 - Hellfire

Not necessarily Fire per se, but one of the Elemental Powers has blessed your weapon, granting the spirits that are fired elemental attributes. Which Power that is is up to you.

200 - Shadow

The weapon of choice for an aspiring witch. A simple curse is imbued into each of the spirits, allowing them to inflict spiritual wounds, and compound with the curses of a witch.

200 - Vampiric

While not as powerful as the witchcraft of vampirism, the spirits are imbued with a similar magic, allowing them to siphon small amounts of vitality from those they hit before they return to bolster the user of the gun

200 - Flamethrower

When you simply want to watch the world burn, this gun is for you. While the impact of the weapon does very little, it more than makes up for it by igniting its targets. This is a nightmare of a weapon; against less unfeeling hordes, it is more than capable of inflicting psychological damage as well.

100 - Flametrail

Not simply content with lighting a target of fire, this modification greatly increases the amount of fuel fired, causing it to drip off of targets creating trails of fire wherever they run off to screaming.

200 - Pyrospirit

A Flame Elemental Spirit has taken up residence within the weapon. While there isn't much it can do to increase the flames themselves, it can provide more fuel over time so long as there is some fuel left in the tank.

200 - Meteor

Part of what limits the direct damage of the weapon is the delivery mechanism for the fire. This Astrologer - inspired modification makes the flames of the weapon gain some of the aspects of a meteor, granting it significant impact while not reducing the 'fire' capacity at all.

200 - Grenade Launcher

Boasting extremely high damage, this is the answer for if you truly want to scatter your enemies. It launches large explosive rounds. While one downside is the slow fire rate, the bigger danger lies in the fact that a careless shot can cause you to be the one harmed by the explosion.

100 - Napalm Grenades

By modifying the payload of the grenades to something spicier, they now additionally explode into a sticky flaming fluid.

200 - Blast Shield

Not the usual upgrade, instead it is an enchanted shield that increases the power and size of explosions while also protecting the user. Given it is paired with a Grenade Launcher, the shield is usually too busy blocking the explosions it is enhancing to defend against much else.

200 - Cluster Bombs

Simply put, your grenades now contain other, smaller grenades. Comes with earplugs. Also does not prevent the randomly scattering smaller grenades from coming at you.

General Upgrades

Each purchase of a General Upgrade applies to a single gun at a time. Repeated purchases that are applied to the same gun grant higher tiers of the upgrade. All tiers also grant the effects of the lower tiers.

The exact format of the upgrade varies weapon to weapon, as such their exact appearance, as well as if they are purely physical or possess magical qualities is up to you.

Varies - Akimbo

This upgrade costs as much as the base gun did, before any discounts. Can only be purchased once per gun.

A second gun means double the fun, by purchasing this you get a copy of the gun, including any other upgrades chosen. Logistics of reloading both weapons is up to you.

100 - Accuracy

This series of upgrades are focused on reducing the randomness of the bullets fired, as well as increasing the velocity of the bullets. Amongst the upgrades, this one combines best with one particularly skilled with the gun.

Tier 1 : The spread of the projectiles of the weapon are reasonably reduced. In general, the effective range of the weapon can be expected to improve between 20% and 50% with weapons that possess better innate accuracy receiving less benefit.

Tier 2 : While only providing minimally more accuracy, this upgrade increases the piercing capabilities of the weapon. At optimal ranges it could be expected for its projectiles to pierce through an additional target or two.

100 - Larger Magazine

These modifications allow the weapon to hold more ammo. More ammo means more time before reloading. For figuring out the number of rounds, assume you round down for fractions of a bullet, to a minimum of one extra per tier.

Tier 1 : This extension allows for loading about 20% more rounds into the weapon.

Tier 2 : Not much different, but the magazine can hold another 20% more rounds.

100 - Reload

Better designed clips as well as providing speed-loaders allow for faster reloading. Every gun will eventually run out of ammo, but improving the reload speed means being able to fire again that much faster. In combat that time can be the difference between living and dying.

This upgrade affects both how fast one can replace a magazine as well as refill a magazine.

Tier 1 : While skill while handling the magazines is more important. With this upgrade one can expect about a 30% reduction in the time to reload.

Tier 2 : External clips and magazines to hold bullets eventually run out. This upgrade makes it so that empty clips and magazines not in the weapon will replenish themselves from your ammo supply.

200 - Fire Power

These upgrades focus on improving the raw damage of the gun. Bigger caliber rounds, improved muzzle velocity, that kind of thing. Given the usual intended use of a weapon, this is the most obvious upgrade.

Tier 1 : A straightforward improvement to performance of bullets fired. Expect the damage to be improved from a single hint to improve around 50%.

Tier 2 : This modification allows for enlarged bullets to be fired without sacrificing other characteristics of the gun. Bigger bullet = more damage. Expect it to improve the damage by about an additional 30%.

200 - Fire Rate

There are a number of things that reduce the effectiveness of a weapon when firing rapidly. Increased risk of jamming, overheating, etc. These upgrades aim to improve the performance of the gun in those areas, enabling faster rate of fire. This mostly benefits auto-firing weapons but any weapon could benefit.

Tier 1 : The time between one round firing and the next being able to be fired is reduced by about 30%, a marked improvement from stock parts. As well as a significantly reduced chance of a jam, provided the magazine is loaded properly.

Tier 2 : Another 30% improvement on the time between rounds fired, however it also provides a 20% increase to the speed of the bullets once fired, just to be sure you don't end up with multiple bullets in the barrel at the same time.

200 - Multishot

Instead of mucking around with the other options, why not simply fire more bullets per bullet? Weapons like the shotgun already can have multiple projectiles, so why can't others share the benefit?

Tier 1 : An improvement of 50% more projectiles (rounded up to the nearest integer) in each bullet.

Tier 2 : One of the more blatantly magical effects, each round fired is now two rounds for the price of one.

300 - Masterwork Custom

Requires 400 CP spent on General Upgrades for the gun excluding the Akimbo General Upgrade. Can only be purchased once per gun.

Rather than any specific upgrade, this weapon has been optimized to your preferences by someone with notable skill in doing so. Better materials, and specially customized parts make this weapon something that is truly yours.

In addition to any purely cosmetic changes you would like to have applied to the weapon, the effects of each other General Upgrade purchased for this weapon, except for Akimbo, is improved by an additional 20%. As a tertiary benefit, the weapon is extremely unlikely to suffer any mechanical failure unless it suffers extreme neglect.

Items

Items are not discounted based on Origin, instead you receive one discount per tier. Items that are discounted are 50% off, 100 CP items that are discounted are free instead. Unless otherwise noted, items that are used up, lost, damaged, or broken, are returned or replaced after a week.

Free - Ammo Box

Requires a Gun from the Gun section, can be purchased once per purchased Gun

A small metal container designed to hold bullets for one of your Guns, or whatever equivalent it has to ammo. Holds a notable amount of ammo safely and protects its load from the elements.

Every dawn, the box collects unspent and unloaded ammunition, organizes the ammunition within, and is then replenished to capacity with ammunition for the gun it was purchased for. Upon request replenished ammunition can be of any generally available and common type compatible with the weapon.

Free - Regular Wear

Here are a few cheap but comfortable and durable outfits to your tastes, stored in a 20 Minutes Till Dawn branded duffel bag. Also comes with a laundry bag that can be used to divide the dirty clothes as and a similarly branded timepiece of your choice. The timepiece comes with a 20 minute timer function.

In addition to those more mundane things, this does also come with a pouch that is much bigger on the inside; however, it can only hold munitions for weapons you are currently carrying.

Everything can be any color combination you want, so long as it's white, red, black, or green.

Free - 20 Minutes Till Dawn Swag

You receive everything you need to be able to play the game, including a system with it installed and anything else related like an artbook and soundtrack.

100 - Beast Fang Charm

This fang from an unknown beast is strung on a leather cord. The charm bestows upon its wearer an improved ability to train and command allied creatures. While relatively minor at first, the benefits of training with the charm will compound over time for your companions.

100 - Magnet Charm

A silver bracelet with a single charm in the shape of a magnet on it. While said to attract fortune, it seems to not mean 'good luck.' Instead, small useful items such as coins, bullets, and the like are drawn towards you. Never enough to be a problem, but enough to be useful.

100 - Bullet Glyph Set

This pad of a hundred or so sheets of square lightly yellow paper has adhesive on one edge between each of the sheets of paper. Each sheet has a glyph drawn on it that can be used to absorb a bullet.

After absorbing a bullet, being peeled off, and then placed upon a surface the square will adhere to the surface and become a trap. When enemies get close, the absorbed bullet will fire out of the glyph, causing the paper to turn to ash at the same time. The glyphs are intelligent armaments so won't fire at or be triggered by allies of whoever placed them down.

Larger rounds, such as a grenade, will take more than one sheet to absorb and fire.

200 - Focusing Lens

Not a true physical lens so much as an arcane focus contained in a loop about as wide as an average human is tall. The lens orbits you slowly while active.

Projectiles that pass through the lens are improved in a variety of ways, depending on what the user would deem as 'useful' for the projectile. This improvement can't grant anything the projectile doesn't already have, it just makes the projectile better at what it already was capable of. The more attributes it is enhancing, the less potent each enhancement is individually as well.

200 - Ghost Friend

The remaining remnants of someone recently deceased, in surprisingly good spirits. Friendly and well meaning, the ghost has decided to follow you and be your friend. They possess the ability to fire small ghost orbs that can cause a bit of harm, with practice they will improve the power and number of orbs they can fire.

As a ghost they have a unique relationship with ambient arcane energies. As they interact with and pass through those energies, they gather in a swirling nexus above their head and will tinge their ghost orbs. Despite their insistence this doesn't make them a wizard though, the shape of the nexus notwithstanding.

200 - Warding Stones

These two black stone shards have a series of symbols somehow carved beneath the surface that you can see when the light shines through them just right.

While active they will float around you and send out occasional waves of force that push nearby foes away from you.

200 / 400 - Dancing Weapon

For the most part, melee weapons aren't used in the usual way here. Instead they are enchanted to swing themselves, providing utility while not restricting a user's hands.

By purchasing this, you get to select two things.

First, you may select a melee weapon, such as a sword, scythe, spear, etc. The weapon is of solid make, and can have any purely cosmetic ornamentation of your choice.

Second, you may select a pattern for it to attack. A few examples are to 'strike the closest enemy and return', or 'spin in a circle around you', or even 'bounce between nearby enemies'. Whatever you choose, the weapon can't travel too far from you while active.

For an additional 200 CP, the dancing weapon comes in a pair. Changes can be done cosmetically, but it will follow the same pattern as its twin. If the base purchase is discounted, so is this additional purchase.

400 - Bargaining Books

A collection of books bound in red leather emblazoned with a pentagram on the spine and a unique image on the cover. Comes in an ebony chest with iron decorations and lock. While the chest is always cold to the touch, the books are warm.

Each book contains forbidden knowledge, as well as a bargain to be made. By reading one of the books you will receive its blessing, as well as a mark on a part of your body you can easily see. The blessing conferred by the book will grant you a boon, at a cost. With a few seconds of reading you can determine the exact trade that you will be making without accepting the trade. These boons and costs can affect almost anything about you, and will generally have a stronger boon than its cost. The costs will always be relevant and commensurate to the boon offered to you. Over the next few days the mark will fade, as will knowledge contained within the books. The blessing, however, will only fade once the knowledge and mark have completely disappeared.

It takes around seven minutes to read one of the books completely. The mark you receive will match the image on the cover of the book. The books within the chest periodically change, with undesired books rotating out. You can only receive the benefits of three books before the newest blessing, knowledge, and mark overwrites the oldest.

Of the books there is one unique book, the only one that seems to have been written by another hand, emblazoned with a flame on the cover. This book will improve your elemental abilities, without any kind of downside.

400 - Dragon Egg

This large egg was orphaned not too long ago, and is just about ready to hatch. By keeping it warm for a few hours, it will hatch and a small dragon whelp will emerge and imprint on you. The whelp is blessed by one of the Elemental Powers and has a breath related to it. They will be instinctively inclined to protect you and listen to your commands as if you were their parent.

Like most dragons, it will grow in both physical and magical power over time. However, dragons from this world have a unique effect when imprinted upon someone like this one is with you. As it grows in power, a portion of that power is shared with you. If you take care of them, they can grow quite a bit.

Companions

100 / 300 - Faces Old and New

For 100 CP, you get one companion; for 300 you receive eight.

In either case, this allows you to do one of three things. One, you can import a companion you already have. Two, you can create your own new oc companion from this setting. Three, you can take one of the characters from here with you as a new companion.

For these companions, they get 800 CP for their build. They may select an origin and receive all of the relevant discounts for their origin as well as stipends and discounts granted by the various sections. Companions, however, cannot purchase companions themselves. For purchasing a companion from this world, simply spend the CP on that which is relevant to their build in game.

100 - Bombastic Bodybuilder

This behemoth of a person has sculpted an impressive muscular physique and seems to have little shame in flaunting it. At some point in their youth, they became an Astrologer because they heard that stars explode and they thought that was awesome. Given how they act seems to be what they actually strive for in life, the intersection between awesome and explosions. They are quite foul mouthed and loud, but are a genuinely friendly person if you can put up with their peculiarities.

In combat, they wield two grenade launchers with cluster bombs. They have also maximized the number of rounds per shot. They back this up with their impressive skill in manifesting exploding stars. If you somehow fail to see them coming in combat, you will certainly feel or hear them.

100 - Tiny Wanderer

Being quite a bit shorter than everyone around them, people tend to think they need protection, they do not. They are quite fleet footed and specialize in fighting large and powerful beings. They claim that they usually only need one shot, and back this up by only having a single, albeit large, arrow for their bow. When their arrow strikes an opponent a bolt of white and purple lightning strikes the target and has a decent chance of instantly killing them if the arrow strikes true. Their lightning is peculiar as most Elemental Spirits dislike or fear it. Other than their powerful weapon they are very agile, weaving through enemies as they call their slow to return arrow back to them.

Their soul, should you be able to sense it, is unusually powerful, and strangely formed. Almost as if there were multiple other powerful souls contained within.

Personality wise they seem to almost be a blank slate. They always seem to be staring a thousand miles away except in combat. They do however have a number of subtle ways they convey they care as they do seek out companionship, they just don't talk much.

200 - The Four Confused Crystal Hunters

These guys aren't entirely sure how they got here. According to them their leader stepped onto some stairs weirdly and they all fell into a strange world that was like a fractal of the world they recognized. After significant time traveling they ended up on the wrong side of the barrier of this world.

They seem to have been traveling for quite some time together fighting monsters, if their skill is anything to go by. Each of them has their own specialization and they work to complement each other as much as they can. While the concept of a larger group is foreign to them, they are amicable to joining more people.

Their leader is Setro, they wear red armor with gold trim. They are quite courageous and chivalrous; it is rare when they will turn away from someone who asks for aid. In combat they wield a powerful gold-hued sword and possess some mastery of Holy Arts.

Their other front line fighter of the group is Zauber. They go into combat lightly armored with a green tunic. Color aside, their outfit is not unlike the ninja you are familiar with. They are quite pragmatic, preferring realism over idealism. While this causes some friction with Setro, they have been together long enough that their conflicts don't last very long. Their preferred weapon is a katana that provides a shield similar to what the Holy Arts can provide to its wielder, as well as some mastery of the Elemental Powers of Flame, Lightning, and Frost.

In the rear, Teol wears a concealing blue robe and yellow witch's hat. It is hard to see their face as it seems to be perpetually in an impenetrable shadow. Instead of using their golden staff in combat directly, they use their impressive control of the Elemental Powers to face their foes. They are a quiet, kind sort, and if you can get them talking you will find that they possess a keen intellect.

Finally, Flora is a kindhearted soul that takes care of the others. Though if you pay close attention they can be heard muttering under their breath quite a bit when frustrated. They wear a large hooded white robe with red trim. In most cases, they, similar to Teol, use a staff but mostly rely on arcane powers in combat. Instead of relying on the Elemental Powers, they use the Holy Arts, and are notably skilled in healing using them. There is the occasion when they have found a need to relieve stress, and they will switch to a large warhammer made of a strange purple metal. The hammer itself seems to house a powerful Lightning Spirit that Flora will occasionally call upon to summon bolts of lightning on their foes.

Toggles

Loreless World

If you'd prefer, you can ignore the fluff and jump into the world of the game, that way you can face waves of mindless foes if you'd prefer that.

Alt - Canon

While acknowledging the lore in this doc is mostly made up, if there is a preferred fanfiction or canon based on this property you'd prefer, this toggle allows you to jump that instead.

Gender Ratio Modification

In the original game, all of the playable characters are female. This toggle allows you to modify the ratios of the sexes. Anywhere from 100% one to another is fine.

Drawbacks

100 - Colorblind

Well, not quite completely colorblind. Whatever the actual diagnosis you'd have, you are limited to seeing everything in the colors of White, Red, Green, and Black for the duration of your time here.

100 - Mechanical Wear

Given the amount you will be using your weapons, you'd normally be spending quite a bit of time maintaining them, but a combination of things likely reduces the need to do so yourself. Whatever they are, they will not function for your time here. If you do not properly maintain your tools, weapons, and armor expect the failure rate to escalate over time.

It is usually possible to perform this maintenance every day, provided it becomes part of your routine.

200 - Gateguard

It seems that the barrier doesn't simply have you slip through, instead holes form in it. If you don't guard the portal from the swarm, they will overwhelm the defenses on the other side.

With this change the culture has shifted a bit, and those that fail to guard their portals are looked at as if they were scum. So if you abandon your post you can expect terrible treatment from others who learn of what you have done, if they will interact with you at all.

200 - The Pursuer

Within the Pumpkin patch lies a uniquely terrifying monster. By taking indirect routes and utilizing its speed, these creatures have taken many lives from the unprepared. You seem to have gained the attention of one of these monsters.

This creature seems to be a cut above the rest of its kind. Like its kin, it is able to intangibly float through physical matter and is capable of rapid movement, though is limited in that it lacks fine control of its speed. Unlike them, this one will return night after night, each time a little wiser, a little faster, a little tougher. It is possible to drive it away for a night with sufficient damage, but doing so makes it much tougher going forward.

What is their fearsome creature's appearance? A green sheet-ghost.

300 - Deeper Darkness

The strength of your foes seems to become stronger over time. They continuously become stronger, faster, tougher, more aggressive, and more numerous. Those that somewhat survive a single night will likely be dead by the same time next year should nothing change.

300 - Not so Mindless

One of the things that allows the fighters to survive as well as they do is that the rank and file of the Eldritch things will try to simply swarm them and overcome them using pure numbers. That seems to have changed, the Elites and Bosses now function more as commanders and will organize their minions to counter what they perceive to be threats.

Expect ranged minions to be covered by well organized hordes, and for the enemy to adapt to your tactics over time.

600 - An Error of an Order of Magnitude

Whether it is because you arrive here after the barrier has degraded much further, or you possess notable difficulty returning to your natural side of the barrier; you will be spending quite a bit of time on the wrong side. Instead of 20 minutes, you'll be spending 20 hours for your stints. The dangers will ebb and flow some during this time, but they will be ever present.

If you are an Eldritch Thing, do note that the sun is antithetical to you, so it would be wise to seek shelter. Do so stealthily otherwise you may end up dealing with hordes of humans barging down whatever you have taken shelter in.

Anticipated Questions/Notes

Based on the game by Flanne

Did I miss the lore in the game somewhere? Or is it hidden in some discord or something

Nope, you didn't miss it. As far as I know it doesn't exist, so I made it all up. Honestly, if you have a different interpretation, I'm interested in it, and feel free to use this jump to go to that interpretation.

It would be entirely reasonable to think of this as a fanfic jump based on the game.

Can I use different magics at the same time? Do they interfere with each other?

Yes, in fact you can use every magic at the same time, so they don't interfere. Feel free to use cursed and holy empowered weapons or light someone frozen on fire. It all works the same

The End

Your time here has reached its conclusion. After ten years, you are confronted by a choice.

Remain

You have decided this world is one you wish to remain in. It becomes your home, as your journey has reached its conclusion.

Return

Your journey has been tiring, and it is now time to return to the place you came from, all the more powerful from your wandering.

Resume

It is time to leave the people here behind, your story will continue elsewhere.

Change Notes

1.0

- Initial document