

Long ago, The Endless, a race of unimaginable power ruled over the galaxy, their power unrivaled. None could stand against them, so it was only fitting that they tore themselves apart from the inside out. Ages after their passing, their mark can still be seen on the galaxy, and nowhere is it stronger than one world.

Auriga.

This world was their crown jewel, a place where the fruits of their labors still show. Monolithic ruins dot the landscape, arcane experiments still travel making their home amongst the strangely hexagonal landscape, and now the races that called it home must prepare. The Endless Winter is coming, and those who do not adapt and endure it will be left as a frozen monument to their failures to conquer this world.

Be it by strength of arm, force of will, a fiery intellect, or an unconquerable sense of adventure, you must now prepare yourself to survive the coming of the Endless Winter and maybe, just maybe, rekindle the flames within Auriga. Worry not, jumper, for within your hand you hold something more powerful than anything the Endless created....

+1000 CP

You arrive ten years before the onset of Endless Winter, during the height of every Great Faction.

You will notice on this world the Dust. This shimmering, glowing, golden, incredibly fine Dust is the source of this world's wonder. There is no magic in this world. There is only Dust. All spells, rituals, and enchantments in this world relate purely to the control, and manipulation of Dust. It is the Sufficiently Advanced Technology that makes this place seem magical. Bear this in mind, Jumper.

Age: 18+1d10

Race: Drop-In Free, all others cost 200

Drop-In: You are a human with no memories, no kin, and are seen as a member of a minor faction. On the plus side, you are less likely to draw unwanted attention. On the down side, you have no one to go to for support, and this is an alien world to you.

Wild Walker: You are a not!Elf. Except instead of being tree huggers, you are tree shapers and stone cutters. None of this prancing about some perfect little forest grove, you build your city around and in the grove itself. You are very in touch with nature, to the point you can kind of transform into your totem creature.

Broken Lord: Once, you were a living breathing being. That was until your people encased themselves in enchanted armor, and reduced their bodies to Dust. Now, you are a race of golems, of unliving metal and swirling magic. You NEED energy to live, be it from Dust or... from less savory sources. You can not heal naturally, but enough Dust will pull you from the Void's embrace in a heart beat. Also, your affinity for Dust makes it much easier to locate

Vaulters: Long ago, your forebearers traveled the stars. A war in the heavens above Auriga brought them here, and they could never leave. For ages they dug into the depths of the planet. Now their children once again walk the surface. Vaulters possess an affinity for the minerals of Auriga, an unmatched intelligence, and a familiarity with the technology of the past. Any researcher with a brain would want a Vaulter lab assistant.

Roving Clans: Dust. Dust is power. Who needs to mine stone when you can buy it? Who needs grow food when you can buy it? Who needs to raise an army when... You get the idea. Merchants without peer, they have their ring covered fingers in every market around the world, and no matter what you are buying, or from whom, a small portion of the Dust finds its way back to them. Their cities are built upon the backs of Giant Scarabs, allowing them to resettle as they see fit.

Drakken: Long before the Endless came to Auriga, the Drakken already existed. They are a race of peace, despite being a race of bipedal dragon-like beings of massive stature and strength. When a Drakken diplomat arrives, everyone heeds their words. So great is their diplomatic prowess that even the mindless Necrophages will stop to listen. So ancient are these beings, they still recall a time when the Endless walked Auriga, and many of the Endless' secrets are still recorded in their great halls.

Ardent Mages: Unrivaled masters of Dust Magic, this race of humanity dedicates themselves to power through pain. Controlling Dust can easily lead to the wielder being consumed by the power, and only through sheer willpower and endurance are they able to. The more wounded their warriors become, the greater their magic. They also have a better feel for the magic that flows through the strange anomalies that dot the land.

Cultists: Long ago, the Endless ended. They left many relics in their wake, one of them being the Cultists. A race of machines, they are ruled by a single Queen in her capital. Dedicated to destroying all traces of the Endless, they are unrivaled in their ability to convince the lesser races to joining their banner. They may have only one city, but their metropolis is unrivaled in size. Your vassal races send warriors to aid your mission, and you're quite capable of inspiring these weak, under equipped rabble into a frenzied, fearsome fighting force.

Location: Free Pick must roll 1d8. Faction races may start in their Faction capital OR roll.

1: Free Pick! Wooh!

2: Broken Lords: This bleak, gothic city is silent as a tomb. There are no animals, no children. Only the Broken Lords in their polished Dust armor. A pale blue glow emits throughout the city, while a massive citadel looms over the surrounding land. You see some of the Lords look upon you, and you feel the hunger behind their blue “eyes”. Did they just turn red? No, it must be your imagination. You explore around, and find yourself at a formal party. Noble lords and ladies gather around, reciting poetry, contemplating philosophy, and engaging in battles of wit. Some of them even bring empty goblets to their helmets. The sense of loss could be cut with a knife, but still these stoic beings go through the rote motions of life. The land is a seemingly endless desert all around, broken by strange stone outcroppings, fields of cacti and, many rivers. There is a sizable port, and a merchant quarter for the living who travel to this land. They always seem ill at ease when dealing with the Broken Lords.

3: Vaulters: Half giant cavern, half harsh metal fortress, and all covered in snow. Your lungs burn as you take your first breath of frigid, arctic air. Dotting the land are deep holes covered in glass, a massive array of underground farms. A rush of air comes behind you, and you see a brilliant flash of light. Where once there was only a ring of stone, now stand several men with crossbows and heavy armor. They quickly rush to the outer walls. Everywhere you look, you see people wearing some piece of yellow, no blue, no orange? Something, some metal. It didn't matter what it was, they all wear a piece of it. The area around you is frigid, but far from barren, dotted with strange ice formations, stone pillars, and forests made of crystal.

4: Wild Walker: You enter a city that was not built, but grown. Everything flows naturally, stone spires wrap around ancient trees, roads made of roots, and the sounds of industry, so much industry. The city's heartbeat is the clang of hammer to anvil. As you pluck a fruit from a low hanging stop sign, you see a feral Wild Walker rushing down the street, howling like a beast. Soon, several others join him, and begin dancing/thrashing around a circle of stones. It begins to rise and shift, slowly drawing out a giant of boulders and wood. As one, the beast and the mob howl to the sky, before snapping out of it, like a trance. A cheer went through them, as the giant went to work placing stones. The land is nothing but trees, weird looking forests, swampland, and few patches of grassland. Within them are strange places, full of odd plants and animals.

5: Roving Merchants: You awake to the world swaying side to side. Pulling open the leather flap, you see the desert dunes moving by, revealing a rocky mesa ahead. On the ground, you see vast array of beasts of burden, all of them supporting a rider or cargo, while you rode upon the back of a giant beetle. You, and maybe four thousand others. The size of this beast was IMMENSE, and while it moved slowly, it covered a lot of ground with each step. After a day, the beast finally stops and buries itself into the ground partially. All around you, there are other giant scarabs and their citizens, gathering together for a massive bazaar. Goods, spices, weapons, warriors, slaves, anything and everything that could be sold was being sold. The amount of Dust passing hands is mind boggling. Through it all, you saw one man, sitting alone upon a jeweled scarab, the only thing on it a single, gigantic tent, more opulent than an emperor's palace. The

area is a mixing point. To the north, tundra, to the east and west, temperate lands, to the south, arid. Each scarab would be leaving in a weeks time, and they will scatter to the four winds.

6: Drakken: Built into a mountain rests a city that can only be reached by flight. Within this mountain, countless generations have carved out the top, creating a timeless shrine to the Endless. Monolithic structures reach a hundred feet up, and the halls are filled with the sound of discussion and debate. Two draconian beings walk by and around you, giving you just enough personal space without making it obvious they were doing so. They are discussing the ethics of choice. Another one, this one much smaller and wingless, goes rushing by with a stack of stone tablets, rambling about "The greatest find since the tomb of the Concrete!" As you make your way to the exterior, you see a truly massive Drakken fly up and land, several shaken but awestruck members of other races stepping off the beast's back. They look like ambassadors. The base of the mountain has arid lands on one side, and jungles to the other. A polite Drakken offers you a flight down, although they DO have a public transit system, so bring some Dust next time.

7 Ardent Mages: The first thing to greet you is the smell of burning flesh. This Oriental styled city is filled with massive floating pillars with men and women strapped to them, slowly burning away, yet they remain totally silent as they burn. Everyone you see has some form of scarring, piercing, excessive amount of tattoos, some form of body mutilation. Some even have active wounds still seeping blood. Yet they all seem perfectly stoic about it. You see a man being lashed several times then told to try again. Obviously, this time the bleeding mess manages to do it, as the lasher nods in approval. You move through the city, and see it is build series of strange land shapes. a giant stone lined hole, with a series of spires thrusting out of it, stone eyes that float and glow with a baleful green light, a garden that shimmered like oil on water. You walk by what must be a mage school, the arcane symbols all over it giving it away. "Power through Pain." Is written across the entrance. The lands around are mostly grasslands, with some forests and rocky regions.

8: Cultists: You arrive in at the Queen's Throne. It is a sprawling metropolis, easily on par with the great cities back on Earth, with a single towering spire that looms over the urban sprawl. The streets are filled with a wide assortment of races, while you spot a handful of white, blankface machines moving about them. There is an air of contentment in the air, one that just isn't reflected off the sheer white porcelain structures that sound you. You can get the feeling out of your head those four faces archers are staring at you all the time. You make your way to a public square, just in time for sermon. One of those blank faced robots stands at an altar, speaking with a passion and fervor that its face could never hold to convey. It spoke of beings that rent the stars asunder, that poisoned the worlds beyond, that sought to control the universe itself. It speaks of the sorrow of an abandoned child, of being thrust into a world alone and without guidance. It speaks of anger and antipathy. It speaks of undoing what was done. At the height of its sermon a device, some ancient machine, was thrown to the altar. As one, the gathering launched themselves at it, and beat it apart with whatever was at hand. You could feel

its smile, if not see it. The land around you is strange. It is a mixture of all biomes, with an assortment of anomalies. It's perfectly balanced for what the city needs.

PERKS

No Fly Bys FREE: The world is orchestrated by a very location and situation fitting musical score. You may turn this off and on at will.

www.youtube.com/watch/?v=RrqF_VEXBnQ#ENDLESS_LEGEND_-_Full_Soundtrack

100 Naive Discount Drop-in: Wait, isn't this a bad thing? Well, not here. Your upbeat attitude is only strengthened by the number of friends and acquaintances you have made. This helps you and your companions handle hardships and suffering with greater ease. It's good to be liked, or at least accepted.

100 Cuts Both Ways Discount Roving Clans: You have your fingers in all the pies, and your mercantile prowess is mighty. In places you have a share of the market, you gain roughly 5% of all Dust that trades hands, with almost no effort on your part, it just trickles in. A single booth may get you a cut from the local bazaar, a full sized shop may give you a city district. A trading caravan might get you the city and the surrounding country side. A trading port city might even get you a continent. The greater your reach, the more Dust you will make.

100 Endless Excavation Discount Drakken: Within the Endless Ruins are pieces of ancient history. These relics can bring insight, and those who acquire them can garner great renown. You are exceptionally skilled at searching these ancient places, and can set up archaeological dig sites to scour them for every last little relic and shard of information. Things you find may range from Dust filled chests, old supply caches, ancient machines that sputter with life still, and even for the luckiest, ancient weapons of unimaginable power, or knowledge on how to craft them.

100 Walls of Faith Discount Cultist: The Walls of the Queen's Throne will never fall, so long as you stand. Your faith instills you with an incredible defensive fortitude, making you able to withstand more than a normal being could. You also gain an innate sense of fortification and defenses, making any wall you build far harder to destroy.

100 Advanced Alloys Discount Vaulters: The most "common" of the six minerals, Titanium and Glassteel. Titanium is a heavy, dense metal that never seems to lose its edge, while Glassteel is light as silk but strong as steel. You have an understanding on them, and can forge items of great strength out of them.

100 Linguist Discount Cultist: The languages of this world are many, and you understand them all. You are no master of them, but you know enough of them to carry on a civil conversation without insulting anyone by mistake.

100 Arcana Of (See Index) Discount Ardent Mage: May be taken up to 4 times, each one providing you with a different array of magical powers. Pain Through Power is not required to cast magic, but it does increase the overall power of your spells.

100 Way of the Woodlands: Discount Wild Walker: You belong in the forests. You know how to make the most out of Nature's bounty, and you can easily make booby traps and cover from the surrounding plant life. You are also just plain harder to hit when you are within a forest, moving quicker and blocking faster.

100 Aquapulvistics Discount Broken Lords: Where there is water, there is Dust. You know how to sift a sizable amount of Dust from any flowing water source. The larger the source, the more you can extract. Useless in Winter, but that's years away, right? Even after you leave Auriga, you still manage to find a little Dust in water across the multiverse. Nifty, huh?

200 Too Small To Notice Free Drop In: You bear no markings of the Great Factions, your dialect is unfamiliar, and your customs strange. Powerful beings tend to pay you little notice provided you do not go out of your way to draw their attention. Expect no problems traveling through anyones territory, so long as you are polite and cause no problems.

200 The Sharing Free Wild Walkers: Your attunement to the world around you is unmatched, and the very land itself speaks to you. Your senses are far sharper, and you have a sixth sense for when others walk across lands you claim as your own. You may also draw upon the primal spirits of the world to gain increased strength, endurance, and awareness. You may do so for roughly an hour a day safely. Too much at once, and your will may be consumed by the spirit, reducing you to a feral state and ending your jump.

200 Appetite for Dust Free Broken Lords: A blessing and a bane, you no longer require food, water, and you do not age. However, you do not heal naturally either, and MUST sustain yourself on Dust. The upside to this requirement is that Dust not only sustains you, but also heals you near instantly. You may also find some less savory ways to feed your Dust fix... The stronger the Broken Lord, the more Dust it takes to mend their body fully. The average Broken Lord can be pulled back from Death's door with 50 Dust. A hero of Legend? It could take several hundred. But then again, said hero is as durable as 10 lesser Lords, so it's a toss up. Magical healing affects you normally.

200 Holy Resource Free Vaulters: Your people view one of the strategic resources of the world, Titanium, Glassteel, Adamantium, Palladium, Hyperium, and Mithrite, with a religious devotion.

Pick one of those metals as your Holy Resource. So long as you possess a helmet or larger item made of this, you gain a bonus (See Index for list) and are allowed to use the teleportation rings within Vaulter cities, provided they worship the same metal. This item also helps remind you of home, reducing the strain from venturing deep into the unknown. You also seem to find more of it during the Winter. You may change your chosen Holy Resource ONCE a year (Or once every 100 years for Endless Speed)

200 Power Through Pain Free Ardent Mages: Through ritualistic self torture and sheer willpower, you are able to channel Dust magic. You require a foci to channel truly powerful spells but while unarmed you can still fling brilliant blue flames from your hands. Your pain tolerance is increased greatly, and will further increase the more you inflict pain upon yourself. With enough practice, you could immolate yourself, and feel only a distracting tingle. How much are you willing to put yourself through for power?

200 Nomadic Cities Free Roving Clans: You possess knowledge on taming the Giant Scarabs that roam the land, and begin your journey with a "Small one" only large enough to carry a house or two. These beasts can grow so large that a single one can carry your average village on their back. Happy to slumber for years on end, you know how to spur them into action and march them across the landscape. They are not the swiftest of creatures, and they make poor combatants, but their strength is almost unrivaled in Auriga, and do not underestimate being able to uproot your castle and take it somewhere more defensible.

200 Diplomatic Pressure Free Drakken: Your words carry a weight that can not be denied. You speak with wisdom so ancient, it remembers the lessons of the Endless. The more influential you are, the greater your words become, getting to the point that you could end a war between Necrophages and the Bacon People. It costs you influence every time you use your words with such force, and the greater your command, the more it takes. Blackmail will be spent, favors will be paid, and eventually you may find yourself without a shard of influence to call upon.

200 High Seat of the Queen Free Cultist: From her towering spire, the Queen of the Cultists rules. She controls but one city, but her reach is far. You may convert minor faction villages to the Cultist cause, gaining support as you go. In converted villages, you will be given supplies, equipment, and sometimes even warriors to aid you. They are not the greatest, or the best equipped, but they are willing to fight for you.

300 Uncommon Alloys Discount Vaulters: Palladium and Adamantium, the second pair of rare minerals. Palladium is a living metal, both capable of healing itself and learning. It will help guide a warrior's strikes in battle.. Adamantium is the hardest metal to exist, able to turn aside even the most powerful of blows without so much as a dent or scuff. You understand how to craft these metals into equipment of tremendous power.

300 Mercenary Comforts: Discount Roving Clans: Who needs an army when you can buy one? And what army wouldn't want to serve someone with such a LARGE coin purse? You never need fear your hired swords betraying you, and they will happily work for scraps, so long as you make good on that promised paycheck, one day. You never have difficulty finding beings willing to sell their lives for coin either. Even the most war torn of places will still have a few lingering sell-swords for you to purchase.

300 FOR THE QUEEN! Discount Cultist: You can inspire lesser men to great things. Everyone under your command fights harder than normal, while those you directly order in the field of battle are a fearsome sight to behold. A squad of spear wielding militia against a squad of axe wielding, power armored technoviking? Under your command, they will certainly come out on top, but expect some losses.

300 Dust Attunement Discount Broken Lords: Dust is naturally drawn to you. Where ever you go, if there is Dust to be had, it will come to you. Swirling in plumes and clouds, the brilliant golden Dust is pulled to you, gathering around and on you. While it may sound messy, are you really going to complain about being powdered in the most precious substance on the planet? Every mile you travel, you find roughly one Dust coin. Staying in one place gives you about 10 a day. This requires Dust to be present of course. It prefers dry, hot places, although it goes congeal around anomalies and buried in stone fields.

300 Teaching of the Endless Discount Drakken: Passed down since times unknown, the Drakken's teach of how the Endless uplifted them, and taught them. The lessons have been obscured over time, but some things can be gleaned from them. Whenever you explore ruins, you ALWAYS seem to find something new the second time around. Perhaps you missed a lever here, or mistook that rune for something else. No matter, you ALWAYS get a second chance at every ruin you explore. It takes a year before it dawns on you. You also managed to pull out a SWEET automated wagon from one of them. It doubles your overland speed on roads. Damn thing can't go four wheeling.

300 Inner Fire Discount Ardent Mage: Pain leads to Power, but you have taken it to new heights. The closer you are to Death's door, the stronger you become. For every drop of blood you spill, your become that much more powerful. When a breath away from Death, you are twice as powerful as you are when you are perfectly healthy, and so on through your state of well being. Should you die, you violently explode. The size of the crater you leave is based on just how powerful you were to begin with. Late Tier jumpers, beware, you may just nuke a dying planet. You still lose, but at least you took them out with you.

300 Shaman Discount Wild Walkers: All Walkers get in touch with their feral side. Some are consumed by it and lost. Others... Others master it. You can commune with the spirits of the world, and gain boons and inflict banes with them. Should you possess The Sharing, you have an increased resistance to being turned feral by your Sharing. You will be able to endure

roughly twice as much, and have a far better sense of when you should stop before you lose your mind.

300 ANOMNOMNOMALIES Discount Drop-In: Covering Auriga are strange places full of strange things. These can be mushrooms that sing to you and make a delicious bread, giant spines of stone that erupt through the earth and are held in place by a base small enough for a child to wrap their hand around it, red barked trees that are covered in flames yet never burn to down, to a fabled "tree" a hundred feet tall, made purely out of wind blown Dust. You have a wonderful habit of finding each and everyone one of them. No matter where you are, there will always be some strange, Endless made wonder for you to explore, examine, and gain from. I happen to LOVE Mosspearl jam myself. You might be more keen on a Escaped Specimen X104 steak, served with ruby cacti fruit wine on a bed of sauteed redsang?

400 Rare Alloys Discount Vaulters: Mithrite and Hyperium. The most elusive metals on Auriga, they are also the most powerful. Mithrite fuses with the body, mending wounds and granting great strength, while Hyperium makes the wearer move at a blur while absorbing truly terrifying blows. You have an understanding of these mythical metals, and can forge weapons fit for the Endless with them.

400 There is... Another Way Discount Broken Lords: The energy within Dust sustains you, not Dust itself. This energy can be found elsewhere. In the living. By taking this, you become a spiritual vampire, able to suck the very soul from creatures to sustain your body. Any wounds you inflict on your foes will restore a sliver of your health, while slaying your foe will restore a portion of your health. The stronger the foe, the more it will restore. Let the slaughter begin.

400 Keys to the Market Discount Roving Lords: Who controls the Dust controls the market. Who controls the market controls the Dust. Hmm. Circular logic at its finest. With but a word, you have the power to ban one entity from your controlled market area. As with "Cuts Both Ways" The larger your reach, the larger your ability to cut off. You could very well force an entire EMPIRE out of the world market if your mercantile reach was that great. You are limited to a SINGLE entity at a time. This can be a person, a region, an empire, a rival guild, etc.

400 Elemental Beings Discount Wild Walker: You know how to summon great elementals formed of nature. These giants, while simple minded, will obey your instructions to the best of their ability, and can be very reliable if guided properly. You may only bind one elemental at a time, but you can teach others how to do it. It is not easy, expect a high washout rate and maybe some fatalities. Each elemental is roughly 10 meters tall, humanoid shaped, and comprised of your chosen element.

400 Aura of Leadership Discount Drakken: You have the face that launches a thousand ships, the presence that turns every head and all to rise, you are the being in charge and no one can deny. Others will follow you into Hell and back, then return because you dropped your wallet in Satan's mouth. No one will question your leadership, you can inspire total loyalty to your cause

in others, and even your enemies find it wiser to meet you at the negotiation table, rather than the field of battle.

400 Conversion Discount Cultist: Don't drink the Koolaid. Your ability to get others to rally behind your cause is unmatched. It only takes a few well spoken words or demonstrations of might to get others to join you. You can convince any minor faction to join your cause, even if they are already controlled by another empire or force. The supplies you are given are more useful, the warriors who join you are better equipped, and their morale is second to none.

400 Landscapist Discount Ardent Mage: There are many anomalies that cover this world, their magic gleaned but not understood. You, you understand it. You have listened to the voices of the Rumbling Stones. You have won a staring contest with a Wizard's Eye. You have eaten the fruit of the Life Tree, and you understand. Whenever you are within an anomaly, your magic is more powerful, growing with the strength of anomaly. Inside a chroma land, your spells would be rainbow hued and blinding. While standing within the whispering confines of the Ice Sculptures your spells would deafen your foes and sound as music to your allies. If you stood upon the Dust Tree, maybe, just maybe, you'd be on par with an Endless. You also have a better understanding of all anomalies, and how to best benefit from them.

400 Topography Discount Drop in: Map? Who needs a map! You know exactly where you are, and you know exactly what to expect over the next ridge. The entire topography of the world is revealed to you, letting you know where all the anomalies are, all the ruins, all the cities, the minor factions AND all the assorted resources.

500 Public Library: Discount Drop-In: In every city you travel to, there is a little library. In this library, you will find books on everything about Auriga that anyone has ever recorded that is true. With dedicated research, there will be no mystery about this planet that alludes you. While certain subjects, such as Dust, Guardians, The Endless, Auriga itself, will not be present in full, you will be able to find a solid foundation to begin your own research. You will never uncover the full secrets without finding them yourself, but if you do... And before you get ahead of yourself, there is enough in this library to last you several lifetimes.

500 Endless Recycling Discount Vaulter: It doesn't matter how broke it is, it can be made to work again. You have the ability to fix and repair anything, so long as you have the proper spare parts and tools. If you don't have the parts, you are able to salvage the broken device for anything of use. This even applies to Endless Technology. Good luck figuring out what all the right spare parts and tool for that sky chariot you found.

500 Rite of Consumption Discount Broken Lords: You know a terrible secret. A forbidden kind of magic. You know how to turn a living soul into Dust, and bind it to armor. Everything about that soul carries over to the new body, so it will remember everything before it happens. This allows you to turn anyone into a Broken Lord. It takes a substantial amount of Dust to make a suit of

armor, and the ritual takes a day to perform. Did I mention some people consider Broken Lords monsters? Undergoing this Rite does not kill you, so you may freely become a Broken Lord without fear of losing the jump.

500 Prosperity, not War Discount Roving Clans: For some unknown reason, people don't bother you. Bandits never attack you, armies pass you by, even the Guardians will step over you if you are in their way. So long as you never engage in conflicts, you will never be attacked. People may still try to undermine your efforts, sabotage your holdings, attempt to impede you, but it will all be through non-lethal means. Once you throw the first punch, spell, what have you, you're fair game. This includes your allies actions. Anyone under your command falls under the same protection and restrictions.

500 Pillars of (Index) Discount Ardent Mages: You know how to build and how to power Arcana Pillars, massive floating stone foci for magic. They create huge, mile wide fields of influence, their effects changing depending on the Arcana you have selected. May be taken as many times as you take Arcana of (Index) The amount of focus and endurance it takes to power these stones is enough to totally immolate lesser beings. Only the most skilled of Ardent Mages can use them without risk of death.

500 Weapons of the Enemy Discount Cultists: No matter what it is, you will turn it against your foes. You know how to use any weapon you have taken from an enemy, so long as you are capable of using it. You also innately know how to use enemy equipment and technology. The downside is, you only have this knowledge for the duration of the conflict. Afterwards, you are left unsure of how to use it, and for some reason it always breaks in a spectacular and beneficial manner for you before the fight ends. Guess you'll have to study the remains, or get one after a fight.

500 Keepers of Law Discount Drakken: How many laws do you think a civilization that's existed for millions of years has? Well, you know them. All of them. And all the laws in other places. You know all the laws. You are not the law, but you certainly know every single one of them. Not only are you the best lawyer around, you also know how to best use all of them in your favor. There is no such thing as red tape to you.

500 Call Upon the Guardians Discount Wild Walker: There exist five elemental titans. One of earth, fire, air, water, and Dust. They are the Guardians of Auriga. Each has unimaginable power. Earthquakes that shake continents, firestorms that make it rain ash for weeks, floods that wash away mountains, gales that uproot castle, and Dust storms that rip flesh from bone. You can upon them and they will heed your call. Once. They will assist you for one week each, before returning to their duties. They will not heed you a second time.

COMPANIONS

All Companions cost 100cp, and come with a Full Equipment Set one tier lower than the Jumper. For 50cp more, the companion has a small squad of kindred that follow them, and by extension, you.

Companions are considered to be at the peak of their race's strength, all being quite capable of fending off several lesser enemies at once. They are nowhere near on par with the Dust Infused heroes of the world, however.

Boris the Bos: A Centaur by any other name, this muscular brute is actually a humble botanist with a soft spot for flowers. Trample his chromatic flower bush however, and he will have no issue running you through the chest with his lance. He is very wise when it comes to farming, and can teach you and yours how to get the most out of the earth. Might let you ride him if you ask REALLY nicely and help him in the garden.

- + Knows how to use his mass and speed to inflict crippling blows on a charge
- +Green Thumb: Boris is a natural herbalist, and anything he tends to will blossom and grow, from the mundane to the exotic.
- +/- Has impressive endurance and stamina, at the cost of a very deep stomach.
- Not too bright

Celis the Ceratan: A Drider by another name, this slightly horrifying hemophage works as a doctor. Her silk has regenerative properties. Wounds heal by a factor ten while encased in it, while also serving as amazing building material. She knows a few minor magical spells, and has vicious scythe like arms to rip and tear anyone who gets too close. Her silk is also a very strong, makes for good rope or patches. Absolutely loves the way you taste, but really wishes you'd stop getting hurt.

- + Silk is great for bandages and rope
- + Skilled healer
- +/- Has huge scything arms, but no hands.
- Needs to drink blood for nourishment

Digga the Delver: He's a dwarf. His is a very spartan race, having only recently returned to the surface. As such, he is a bit of a hard ass when it comes to the "nicer things" but his frugal nature does save you a considerable sum of money. Also a great cook. And no, he won't say "laddy", stop asking him. Very good in combat, and damn good at stretching rations until they snap. He also is a great miner, and digs up a good amount of Dust, time to time. (Dust Bonus)

- +An expert miner with a knack for finding Dust
- + Absolutely terrifying in close quarters combat with his pick maul.
- +/- Spartan nature saves resources, but leaves much to be desired
- Short, making him move slower and have more difficulty with some terrain

Dra'sta the Dorgeshi: Once a part of the Roving Clans, the Dorgeshi were exiled long ago, and now live as nomadic hunters and occasional robbers. No creature on land is faster than their Burdemek lizards, and Dra'Sta is quite happy to boast and challenge anyone who thinks otherwise. He's as much of a speed fiend as you can find here. He also isn't against betting on his races, and seems to always win you a sum of Dust. Never tell him to slow down. Just don't. Knows how to best operate your harvesters too, increasing their output.

- + Fastest non-flier around, and even then, most fliers have a hard time keeping up.
- + Knows the best ways to operate extractors.
- +/- Is a gambling man, and wins more often than he loses, but still loses sometimes, and loses big.
- Isn't very durable

Er-Rekekek the Erycis: A red hydra by another name, this simple minded and very protective being is actually sentient, unjustly viewed as a monster by the uneducated. Fiercely loyal to their family, this mighty serpent will happily carry you and your companions around, helping you move a bit faster. A little bit of a prankster, but never maliciously, and always in good sport.

- +Is a giant scaly hydra, and is very strong and durable.
- +Move very quickly over all sorts of terrain, and lets you ride them.
- +/- Multiple heads to attack with. Multiple personalities that sometimes come into conflict with each other
- Is pretty dim witted

Elder Ne'No'Oz the Eyeless One: Resembling a certain xenomorph, Ne'No'Oz is ancient by her kins standards, but she still does not die. She claims it is her devotion in Sight Without Sight. She is a guru of sorts, and helps guide others to enlightenment in each their own way. She sees more than the seeing ever will, those who have been with her can attest. She is also the most adorable little grandma you could hope for. Endless, her Blacker than Black Dust cake is to die for, and she never lets you leave without a hug and a sack of sweets. Useless in a fight, but her wisdom is undoubtable, and just being around her makes you feel calm and content.

- + Knows a great deal of healing magic, and a few ways to twist it to be lethal.

- + Incredibly wise and knowledgeable. Seems to always know just the right thing to say to cheer others up.
- +/- Is the kindest little grandma. Cheek pinches and periodic napping included. At least she baked you cookies, right?
- Almost useless in a fight.

Grox the Gauran: That's a minotaur right there, and bro, he is here to Pump. You. Up. Or at least help you with your diet and exercise, look at you, seriously. Grox is a bit of a militant herbivore, but only if people don't bother him about not eating meat. He can't, alright? His stomachs can't process it. Having him around, you and your companions will get slightly healthier over all, able to endure a little bit more than usual.

- + Incredibly strong and durable
- + Knows dietary tips and herbal remedies to improve overall health
- +/- Has a thick shaggy coat that protects him from the cold. Also makes him miserable in hot climates.
- Can ONLY eat vegetables, limiting his diet and options.

Ha'nin'tho'san the Haunt: Long ago, when the Endless War ended, part of the Endless remained. Empty shadows of their former glory, these specters inhabit ruins and monoliths of the Endless. Their minds are scattered, and they are prone to fits of madness, remembering the day it all ended and nothing else. Some of them manage to regain a semblance of self, forging a new existence from the shards that remain. This one remembers pieces, shards, fragments of a much, much larger picture. Their insight may help uncover the secrets of Auriga

- + Very smart and insightful into Endless relics and knowledge.
- + A very skilled aerial combatant, he can fly fairly well and knows how to use a sword or spear.
- +/- Knows far more about the Endless than he realizes, but trying to unearth that knowledge can potentially drive him insane.
- Prone to fits of catatonic apathy

Holds-The-String the Hurnas: These orcs from the far north as impervious to the cold, even in the depths of winter, and are masterful archers, able to strike their target in the middle of a snowstorm. Holds-the-String is a very patient, calm, and reserved orc, keen on mediation and introspection. Insult his bow or his skill, and he will knock a tooth out of your mouth from fifty feet, and nothing else. Can train your archers. Also full of great one liners.

- +Expert archer, no minor faction can claim better.
- +Master mentor, capable of teaching others how to better use bows.
- +/- An expert hunter from the frozen lands, he is out of his element in hot climates
- Poor melee combatant, don't let enemies get near him

Jo'no'Jac the Jotun: A two headed gnoll with a nasty custom crossbow and a big fucking knife, Jo'no'Jac constantly bickers with his two heads, except when things actually matter. Once shit gets real, he's total gameface and focused. You'll have a hard time meeting a better hunter, the two minds working as one to track and hunt. It's easier for you to know what's ahead by his guidance. Just don't call his left head Joe and his right head Jack. You will piss the hell out of him.

- + Two heads means twice the awareness
- + Both minds can control the body, allowing him to multitask with great ease.
- +/- Proficient at both ranged and close combat. Jack of all trades, master of none
- Savage and uncouth, with little care for tactics or planning

"Kenny" (Actual name is 47 syllables long) the Kazanji: 9 out of 10 paladins agree, that's a demon right there. "Kenny" is a being made of fire, Dust, and contempt. For who? Anyone. Everyone. Except you. He likes you. Your soul tastes different. Oh just kidding. Seriously though. What are you? He's incredibly curious about who and what you are, and in not negative way. He is genuinely interested in knowing about you. A being as old as Dust itself, he's got a lot of time on his hands, and he's more than willing to spend it talking to you. Having a demon as your companion will certainly turn some heads and raise some eyebrows, making it easier to expand your influence.

- + Is a fucking demon. Can fly and amplify his attacks with chain lightning
- + A true monster in close quarters combat
- +/- Having him accompany you will draw attention, both good and bad.
- Not very quick or agile.

Nicnic the Nidya: A birdfolk, Nicnic is a very agile flier, with a carefree attitude and a habit of showing off. She is also the best wing woman anyone could hope for. She happily sings your praise and follows your lead, she always does her damndest to see you walk off with the girl/guy/unknown you wanted to. She's got a slight case of hero worship going on for you, but she isn't going to get all starry eyed at you and drop the ball. And damn she is quick. Her constantly aerial shows show others little tricks here and there, and she loves a good race, even if she can't use her wings. Your troops try their damndest to outpace her, and get a little more nimble for it.

- + Fastest flyer around, she can fly circles around almost anybody

- + Incredibly nimble with her spear, she can attack multiple enemies in a single strike
- +/- A master of hit and run tactics, she does not have the durability to handle prolonged engagements
- Fairly weak, she can barely fly in a full suit of armor.

Sister Sharn the Sister of Mercy: A religious order of healers, the Sisters of Mercy do not care who you are, all deserve life. Except for Sister Sharn. Some folks are beyond redemption or mercy, and she's inclined to give Auriga the mercy of removing them from her. Foul mouth, chain smoking, and no chump in a brawl. Her training gives her an aura of plague immunity, and she is a skilled healer. She can teach your men basic first aid to help speed healing.

- + No better healer in all the lands
- + Plague. Immunity. Aura. Let that sink in.
- +/- More a defensive than offensive fighter, she knows her way around a shield and suit of armor, but isn't too good at landing solid hits.
- Lacks discipline and formal combat training.

Sliver the Siliac: What you have here is a living formation of crystals, bound together by Dust and given sentience. Able to speak by vibrating their smaller parts perfectly, Siliacs are peaceful but fierce. They nurture crystals within deep caves to reproduce. If left alone, they are no threat. Threaten their "children" And you will see just how horrifying a 15 foot giant of crystal is. Heals like a Broken Lord. Has innate geomancy magic, and can assist in refining metals. Your Smelters are more effective with them around. Want to give you lots of hugs.

- +Is a giant made of floating crystals. Solid as rock and twice as sharp.
- +Immensely powerful, capable of hitting the ground so hard it sends out a short shockwave.
- +/- Immune to mortal concerns, like aging, food, water, but is unable of naturally healing and has a hard time empathising with organics
- Is INCREDIBLY slow.

Ug the Urce: Big, dumb, and kind hearted, Ug is the biggest softy on the face of Auriga. An ogre by another name, he is massively powerful, incredibly durable, and dumber than a box of rocks in a drawer of dull knives in the bottom of a fountain with rusted coins. Still, he's got a good heart, and a strong back. And for being such a big guy, he sure is gentle, never breaking anything or stepping on little folks. Absolutely loves children, and has no problem with them climbing all over him.

- + None stronger
- +None tougher

- +/- None better at building. Many better at being creative while building
- None dumber

Wurf the Warg: This massive, dirty white, saber toothed direwolf is actually smarter than people think. On par with a stone age civilization, they are more than the slobbering beasts depicted in peasant stories. Barely. Wurf likes to make simple art out of his surroundings, and is really good at balancing random stones to make sculptures. Wurf is quite happy to go into battle with nothing but his teeth and shaggy pelt. He is completely unphased by Winter, and his unbridled fury extends to your soldiers, granting them extra savagery in battle.

- + Is a horse sized dire wolf. Quite swift, and capable being ridden
- + Furious in combat, and able to pierce Dust Iron with his bare teeth
- +/- Follows the pack based mentality. Will blindly obey those proven superior than him, but will question any and all leaders he deems inferior.
- Is a horse sized dire wolf, with an appetite and reputation to match.

Major Faction Companions: 200: So you want something better? Alright then.

All Major Faction Companions have minor Dust Infusing, making them far stronger than any of their kin. These are the people who lead armies, and govern cities, capable of incredible feats, and displaying unearthly resistance. Should they be struck down in combat, the Dust infusing them will keep them from death's door, but only if they can be recovered after the fight, or during flight. They will eventually nurse back to full health, even after the most devastating of blows. Restrictions apply, decapitation or atomization is still fatal.

Sunseeker Asana the Ardent Mage: A front line warlock, Asana knows one Arcana of your choice, and is initiated in the way of the Ardent Mages. She has a Dust foci, and an incredible tolerance for pain. While still an initiate, she is still capable of impressive arcane feats. Flirty by nature, she loves watching prudes squirm. Don't ask to see her toy chest.

- + Knows one starting Arcana, and is capable of learning others
- +Capable of Dust Magic
- +Ardent teaching grants her impressive fortitude and endurance
- +/- Embraces Power Through Pain fully, to the point of some self destructive behaviors
- Isn't as powerful as she claims to be, and can let her pride get the best of her.

"Baron" Lyfewhite the Broken Lord: He claims he is unrightfully denied his birthright by the ploys of a duke, and seeks to return to his rightful place. Very skilled with a sword, and knows the secrets of "Another Way" but refuses to teach it, claiming it is a blight on the honor of his people. Only uses it in combat against worthy foes, and only on the killing blow.

- + Has a suit of enchanted Dust Iron armor and several hundred Dust coins "For his own use, thank you"
- + Few can claim to be better with a sword than Lyfewhite.
- + Being a Dust Lord, he doesn't need food, water, age, etc.
- +/- Honorable to a fault, he keeps his word no matter what, and prefers to fight in honest combat. This can be a big problem.
- Isn't kidding when he says a duke is plotting against him. Expect meddling.

Calric the Exile, the Cultist: Somewhere along the line, Calric's programming got scrambled, and severed their tie to the Silent Queen. Now possessing free will, Calric has severed all ties with the Cult of the End, and seeks their own journey. While no longer a servant to the Queen, his belief in the right to freedom for all sentient beings is enough to bolster his resolve (And walls) like his brainwashed kin. Is also capable of de-converting villages brainwashed by the Cultist.

- + Comes with a squad of minor faction units of your choice
- + A skilled leader, capable of overseeing settlements and armies with ease.
- + Leads from the front, and is a skilled combatant
- +/- Militant abolitionist. Finds the idea of controlling others against their will abominable. Even if you do it.
- The Cult doesn't like losing its members... They will want him back in the fold.

Daramanthos the Drakken: A young Drakken, still to grow his full wings, Daramanthos is an incredibly resilient fighter and a capable leader. He also knows some secrets of the Endless, making him invaluable when exploring their ruins. Has a soft spot for games of make believe, an incredible knowledge on mythology, and longs for the day when he grows up and can finally fly.

- + Very well spoken and friendly, also a GREAT story teller.
- + 2 meters of muscular, scaly, dragon. An absolute beast in close quarters combat
- + Very smart, and know a lot about the Endless
- +/- Knows a lot of myths, stories, legends, etc. While they are not all true, every myth has a kernel of truth in it.
- NEEEEEEEEEEEEEEEEEEEEEEEEEEEEERD

Gnaws-on-Bones the Necrophage: Wait, how'd this get here?! Gnaws-on-Bones is a 2 meter tall cross between a scarab, a praying mantis, and a human. Walking on four legs with two arms with hands, Gnaws-on-Bones is a necrophage hive lord that has been separated from the Hive for so long, it has lost its connection, and now follows you much like a dog. Very simple minded, Gnaws-on-Bones sees you as their Queen, and will protect you fiercely. Just don't eat any of the meat it brings you. Odds are it may be something that could talk. Undoubtedly the most horrifying thing about Gnaws is their ability to implant eggs into corpses that hatch a few hours

later into cat sized necrophages. They are short lived, lasting only a few weeks, but a swarm of them can be downright terrifying.

- +Can control small groups of Necrophages
- +Unwaveringly loyal to you
- +A living weapon of war.
- +/- Acts like a dog. This includes licking your face and burying your stuff.
- Has the WORST reputation imaginable.

Ra'shal'mel the Roving Clanner: This pudgy, sauve, dark skinned man is a skilled merchant, a master horseman, and cut throat business man. He boasts he has fingers in many, many pies, and considering the Dust he slowly brings in, no matter where you are, you're inclined to believe him. He speaks Money, and knows how to handle people who speak the same.

- +Master horseman, he is a skilled mounted archer
- +Knows where to buy what you want
- +Gets the best possible price for loot.
- +/- Is familiar to the finer things in life, and can share this knowledge with you. Is used to the finer things in life, and expects them in his.
- Get him off his mount, and he's a slow, pudgy, next to useless combatant

Valerin the Vaulter: Wielding a crossbow and a shield, this hardened woman is skilled at researching and possesses impressive fortitude. She knows how to fashion titanium or glassteel into weapons and armor, and has a small stockpile of it with her. She takes hardship without a complaint, and celebrates good times with reckless abandon.

- +A master blacksmith, her weapons and armor are hard to surpass in quality.
- +Fierce combatant, she uses her crossbow and shield to deadly effect.
- + A mind like a razor blade, with a tongue to match.
- +/- A strong, independant woman who don't need no man. Sadly, you'll have to prove yourself to her multiple times before she gives you respect.
- Easily side tracked by new discoveries. Can oft times forget to eat when researching

Whisper-On-The-Leaves the Wild Walker: Whisper is a skilled ranger of the Wild Walkers, and is capable of the Sharing. Normally a skilled archer, when he Shares, his chosen spirit is Bear, and as such, becomes a savage close quarters combatant. He is also very skilled at building rudimentary items and structures out of what the forest provides.

- +Silent as a shadow and as hard to see as the air.
- +A masterful woodsman, he is one with the forest
- + You will be hard pressed to find a better archer in all the lands.

+/- Sharing turns him into a brutal melee combatant, but also turns him into a savage beast.
Approach with caution
-A consummate loner, he has a habit of vanishing when he is not needed.

EQUIPMENT

50 Two hundred Dust Coins (Broken Lord get 1 free, Roving Merchants get 2 free): A respectable sum for Roving Clan minted Dust coins.

50 Full set of Dust Equipment: Helmet, shield, breast plate, leggings, a two handed melee weapon, a one handed melee weapon, a shield, and either a crossbow or bow, made of iron fused with dust. Light weight and durable, it is a step above steel and the most common armor in the land.

50 Iron Magic Foci: The crudest foci, this club of a scepter adds a bludgeoning force to all your spells, knocking back and staggering foes hit by them.

50 Dust Magic Foci: Little more than a sliver of condensed Dust, this wand accelerates spells cast through it, letting them reach their target sooner, and making it harder to dodge the attack.

50 Tier One Magic Rings: A magical ring that provides a bonus depending on the material used. Limit one ring per hand.

Iron: Grants the wearer greatly increased vision, easily doubling their visual acuity, and doubles as a really nice set of knuckledusters

Dust Fortifies the wearer's body with Dust, helping cushion impacts and slowing blood loss.

Titanium Increases the wearer's overall strength. If you could bench 50kg, you could bench 60kg

Glassteel Increases the wearer's agility and reflexes. Go from juggling apples to knives.

50 Tier One Talisman: A magical necklace that provides bonus depending on the material used.

Iron: Increases the speed the wearer covers ground at roughly double the speed. This does not increase overall agility or reflexes, just how quickly they can chew through distance.

Dust: Grants the wearer regeneration. Bruises vanish in hours, not days, broken bones heal in days, not weeks.

Titanium Fortifies the mind and resolve, helping to resist morale shaking effects and mind control.

Glassteel Helps the wearer predict flight paths and improves over all accuracy. Go from a fifty cent piece to a quarter.

50 Dust Mint: You gain the equipment needed to extract and refine Dust from the environment.

50 Alchemical Foundry: You gain the equipment needed to extract, process, and refine Titanium and Glassteel. It takes about one ingot a week.

50 Extractor tool: Used to harvest and refine Gold, Gems, Wine, Spices, and Dyes, the most common luxury resources. It processes about one crate a week.

50 Common Luxury Resource Pack: You gain several crates of all common luxury resources. They all have various uses, listed in Index. Good for trading, or for your own use.

50 Advanced Metal Crate: You gain ten ingots of Titanium and Glassteel. If only you knew how to work it. Enough for a suit of armor or a couple weapons.

100 Full Set of Titanium Equipment: As Dust, but made of Titanium. Capable of holding an impressive edge, and providing good protection, Titanium is the armor of choice for shock troops.

100 Full Set of Glassteel Equipment: As Dust, but made of Glassteel. Incredibly lightweight and durable, Glassteel offers the protection of steel, with the weight of silk. A favorite amongst archers and scouts.

100 Glassteel Magic Foci: This featherweight staff allows the caster to channel rapidly without losing focus, and serves as an effective blocking tool. Three spells in the time of two, and parry any incoming attack without being distracted.

100 Titanium Magic Foci: This gavel of a wand not only doubles as an effective melee weapon, but also inflicts a lethargy to anyone hit by it, sapping their strength and will to fight.

100 Tier Two Rings

Titanium Greatly increases the wearer's overall strength. If you could bench 50kg, you could bench 75kg

Glassteel Greatly increases the wearer's agility and reflexes. Go from juggling apples to chainsaws.

Dust Fortifies the body even further with Dust, helping them absorb a tremendous amount of damage without perishing

100 Tier Two Talisman

Titanium Blocks the part of the brain that feels fear, and further reinforces the mind against control.

Glassteel Helps the wearer predict flight paths and improves overall accuracy. Go from a fifty cent piece to a dime.

Dust Hastens healing to unnatural levels. Bruises in seconds, cuts in minutes, broken bones in hours.

100 Tier One Insignia: Reserved only for legendary heroes (Like you) these expensive and hard to acquire insignia provide a minor buff to anyone under your command within a mile of you. All buffs are the same as the Ring+Talisman, only provide a quarter the bonus.

Iron: Keen eyes and quick feet make your force more adapt as scouts, or just more likely to notice things you may miss.

Titanium Your men are noticably stronger and more stoic than normal.

Dust Your men's health is always good, and they heal minor injuries quickly.

Glassteel You men are a little more nimble footed, and all have better aim.

100 Reaping Station: A self contained device used to extract and process Blood Crystal, Titan Bones, Grassilk, Moon Leaf, and Quicksilver. All very high commodity trade goods with an array of benefits.

100 Arcane Smelter: A self contained device used to extract, process, and refine Palladium and Adamantium. A must have for the smith on the go.

100 Supply of Uncommon Luxury goods: Several crates of Blood Crystal, Titan Bones, Grassilk, Moon Leaf, and Quicksilver. A lot of money, or some real useful material this.

100 Crate of Uncommon Metals: 10 ingots of Palladium and Adamantium. Enough for a start.

100 Alchemy Workshop: Build into a wagon, this full scale workshop allows for scientific research in the field, and provides all the tools the aspiring researcher needs to learn about the world they are in. Just don't blow yourself up or blind anyone, ok?

100 Dust Refinery: Able to infuse Dust with new life, the Refinery is the staple of Dust Enchantment. While Dust infused iron is common, it pales compared to the Dust enchantments this refinery allows. Allows for the crafting of Foci and magic rings, talismans, insignias, and tomes.

150 Full Set of Palladium Equipment: As Dust, but made of the living metal Palladium. Able to heal itself of damage battle, this metal also learns how to fight, making the ruby red metal the favored armor of duelists and marksmen.

150 Full Set of Adamantium Equipment: As Dust, but made of the ultra sturdy Adamantium. Unmatched in durability, armor can deflect even the most powerful of attacks, and is still light enough to not unduly fatigue the wearer. When tasked to hold the line, accept no other.

150 Palladium Foci: This pair of gauntlets with a mouth design in the palm allows the wielder to twin cast spells, one from their mouth, the other from the gauntlets. While casting, the gauntlets will move on their own, pulling free from the caster's hands to make the gestures on their own.

150 Adamantium Foci: This massive great staff allows the user to slam it into the ground to turn any spell into an area of effect. This shockwave does not tell friend from foe, so use wisely. Also great for crushing skulls.

150 Tier Three Magic Rings

Adamantium: This powerful magic ring turns the wearer's flesh to stone, yet still able to move freely.

Palladium: This... ring... fuses with the wearer's hand, and will control and guide it, increasing their melee combat ability from peasant to knight.

150 Tier Three Talismans

Adamantium: This hammer shaped talisman provides the wearer with an innate understanding of siegecraft, giving them knowledge on how to build simple siege equipment from scratch, undermine walls, and better notice weak points in structures.

Palladium: This eye shaped amulet is a vengeful thing. Whenever the wearer is injured, they feel a great rage grow inside of them, causing them to strike harder and harder with each cut, bruise and break.

150 Tier Two Insignia

Palladium A wrathful spirit hovers over your army and fights with them. The more your warriors and their allies bleed, the more readily they fight, both in skill and savagery.

Adamantium Warriors skin becomes like bark, and they become skilled at sieging, each one knowing innately how to best use siege equipment and assist proper engineers without getting in the way. No fortification can stand against your army.

150 Tier 1 Tomes: Tomes are some of the most powerful arcane relics on Auriga, costing a small fortune each to make. Within them exist powerful rituals that can reshape the land and people within. Each can affect roughly 50 miles, and project from the tome itself.

Titanium: This focuses the mind to a needle point, allowing for impossible feats of concentration and focus. The over all intelligence of those working under the Tome holder is increased by 50%. A must have in every Vaulter lab.

Glassteel: One of the most valuable tomes, this contains spells that rouse Dust from its slumber, kicking it up into Dust devils. Drawing Dust into a single place makes it far easier to harvest, and it seems to call Dust upon the wind, always bringing enough back to the lands to harvest. No true Broken Lord is without one.

Adamantium: This tome contains powerful geomancy, allowing the holder to call metal up from the depths of the earth. It takes time for the ore to rise to the surface, but it greatly increases mining output.

Palladium: Within this distressingly warm and... breathing... tome are spells that cause vegetation to explode into life, growing rapidly to suit the will of the holder. Farm output is doubled, and no matter where the holder goes, there is always enough native flora and fauna to support them and their troops.

Dust: Within this Dust infused scroll, you find hints of Endless Wisdom. Sadly, it is only about killing others. While under the effects of this Tome, warriors train harder and faster, rapidly turning into an expert fighting force in a matter of months, not years.

150 Mythic Forge: You possess the tools to gather, refine, and process Mithrite and Hyperium. Good luck finding it, much less finding some that others haven't already claimed.

150 Automated Harvester: Do you want to know how they harvest Pixie Blood? No? Then buy one of these, and never have to worry about what it takes to harvest and refine Dust Water, Redsang, Pixie Blood, Hydromiel, and Dust Orchids.

150 Crate of Rare Metals: 5 Ingots of Mithrite and Hyperium. Told you, this stuff is RARE.

150 Crate of Rare Luxury Resources: Dust Water, Redsang, Pixie Blood, Hydromiel, Dust Orchids. The rarest luxury goods in the world, each is worth their weight and then some in pure Dust, and each have amazing properties.

200 Full Set of Mithrite Armor This green, crystalline metal fuses to the wearer's body, granting them super human strength and endurance, allowing them to hurl boulders and weather immense punishment. While painful to remove, it can be done, and any true beserker would agree it's a small price to pay.

200 Full Set of Hyperium Armor: This radioactive purple metal distorts time around the wearer, making them move at a rapid speed while slowing any incoming attack to a snail's pace, making it immensely difficult to land a solid blow. This is armor suitable for an emperor's champion, and would cost an emperor's ransom.

200 Set of Mithrite Weapons: A two handed weapon or a shield and one handed weapon, much like the armor, it grants great strength and endurance. Combined with a full set of armor, you think you could throw the Queen's Throne, or tear down entire walls.

200 Set of Hyperium Weapons A two handed weapon or a shield and one handed weapon, much like the armor, it distorts time, allowing the wielder to strike twice when they should have only struck once, allowing them to parry and riposte in the blink of an eye. Combined with the armor, they are a glowing purple blur of death.

200 Tier Four Magic Rings

Mithrite You can not be moved against your will. Nothing will cause your feet to lift off the ground unless you want it to happen. Period.

Hyperium You. are. Immortal. You do not age, you will not succumb to disease, plague, or virus. The only way to kill the wearer of this ring is to kill them by force.

Adamantium: Your skin becomes like Adamantium! Only your skin, not the rest of you. Still, you will be able to take an epic beating without concern or care.

Palladium: This "ring" converses with you, critiques your fighting style, and corrects your form. It also points out obvious flaws in defenses. It has the curt, no nonsense personality of an instructor, and expects only the finest from you, otherwise it will take the reigns and show you how a REAL warrior fights. Go from peasant to champion

200 Tier Four Talisman

Mithrite: Something about this amulet scares you. In the pit of your stomach, you feel an unnerving sense of dread radiating from it. Luckily for you, it likes you. It doesn't like the people attacking you. Anyone fighting you directly finds their courage rapidly drained from them, as you become more and more horrifying to them until they turn tail and run. The more experienced the foe, the longer it takes, but eventually, everyone finds something about you to be scared of.

Hyperium Bend time enough, and you will outrun light itself. While wearing this amulet, you are almost invisible. Only sudden movements will reveal you, and even then, your image is distorted and wobbly, leading enemies to strike at your shadow.

Adamantium: This ornate hammer amulet wants nothing more than to destroy anything in its path, and you will aid it. You can see, clear as day, any structural weaknesses that oppose you. Need to take down a wall? Hit it. Right there. Real hard, and it will all crumble down. Have to break someone's weapon? Right there. This fast. Snap at the hilt. Done.

Palladium: This fist sized metallic head snaps and gnashes as blood splatters on it, your's or your foes'. In battle, you become a whirling vortex of death, as your injuries and your foes push you to murderous heights. Be careful though, as you may forget you are lying on Death's door in your frenzy.

200 Tier Two Tomes

Mithrite: Inside these pages, you will find utter bliss. Using this tome creates a realm of contentment and joy, soothing worries and relaxing tension. It is almost impossible to get angry while under the effect of this tome, and as such, everyone seems to work a little harder. Reading from its pages will instantly put your mind at ease, wiping away sorrow and anguish.

Hyperium: This... This tome is wrong. Within it, you find what you will write tomorrow, next week, next month, however long it takes between horrible things happening to you. And none of it can be changed at all... Unless you don't try to change it. Should you fail to try to prevent what

happens, something worse will instead happen. You are warned, long in advance what horrors await you, and you know nothing you will do will keep them from happening. You are just preventing them from becoming worse.

200 Tier 3 Insignia

Hyperium: Time twists and bends on the field of battle. Your allies move just a little faster, while their foes move just a little slower. Maybe a point second here, two points there, but in the heat of battle, every second counts.

Mithrite: Your warriors are... bigger. Stronger. More aggressive, and more ready to fight for you. Everything about them is just... better than it was before they joined you. It is not a huge difference, but on an even field of battle, you will certainly come out ahead.

200 Mithrite Foci: a pair of wands that only work when impaled in the wielders hands, these shards of raw Mithrite channel emotions in raw form. With these, you can now hate someone to death. The stronger your emotion, the stronger the effect. The effect of each emotion is purely dependant on the caster. Maybe they have a fiery anger, or a frosty hatred. It is unique to each caster. I am a fan of the wrath that comes to the surface like a volcano, coating in enemies in molten hate.

200 Hyperium Foci: This Staff alters the flow of time, allowing the wielder to hasten allies and slow foes to a massive extent. The greater the caster, the greater the effect. It only effects a few targets at once as well, topping out at about 10.

Legendary Armor Set: +200 Required Full Set of... : Everything about this armor is... legendary. The workmanship, the fit, everything. This is armor that belongs on heroes of legend, and by owning such a set, you are going to have some high expectations laid on you. Everything good about the armor is doubled, it weighs half as much, and is actively resistant to destruction. Even if mangled beyond recognition, it will still reform with enough time and effort.

Legendary Weapon set +200 Requires Full Set of...: You gain two weapons. These are weapons that fabled have been sung about, that blacksmiths dream of creating, that have drawn blood more worth of its edge than the rabble you are going to use it on. As with Legendary Armor, everything about these weapon is... legendary. Expect to have to fight many a would be glory seekers for the right to wield them, but expect them to offer you great boons in battle.

Legendary Foci +200 Requires Any Foci: You possess a grand master's staff, made out of your chosen material. It is the sort of staff found in the hands of archmages. It doubles any effect from your foci, strengthens all magic channeled through it two fold, and helps fortify your will against magical backlash. Everyone expects great things of you, and any academy worth its Dust would kill for a chance to have you teach at it.

DRAWBACKS Max of 800

0 Epic Speed: Want to see it from the beginning? Instead of arriving ten years before Endless Winter becomes a reality, you arrive 1000 years in the past, during the emergence of the Great Factions. You are among the first of each Great Faction (Or random guy) to travel the surface of Auriga. For the purposes of this trip, you are rendered immortal to age and natural bodily malfunctions, but not disease, plague, etc. Also, the Public Library only fills with knowledge as it is garnered. You are also the only source of any resource besides Wine, Emeralds, Spice, Dye, Titanium and Glassteel until the other factions catch up research wise. You may assist with research, even help hasten the advances of science, but you can not just flop down and bury them in research notes. Things will progress mostly as normal. Even if you tell them HOW to refine and work Hyperium, they still need to build the infrastructure to do so. It's kind of hard to forge a mythical metal of legend on your iron anvil with your coal furnace. Also, expect plenty of Winters to meet you. It will take maybe 100 years for the first to set in, and it will only last a year or two, but they will come faster and last longer over the duration of the trip. The Last Winter will last 20 years, and there will only be 10 years between it and Endless Winter. As a side benefit, you and all your companions no longer suffer the ravages of old age, so that's a plus.

100: Nature loves hexagons: You can't avoid seeing it. section of land is clearly divided into neat hexagons. The borders are painfully obvious, and you will find yourself going down many a rivers that travel in impossible straight lines. And expect it to bug you every single time you notice it.

100 Slow Traveler: Stop, smell the Ice Blossom. Enjoy the sites. You are on an alien world, and you just can't compel yourself to rush too much. No matter how hard you push yourself while traveling, you always seem to go less than you should have in the time spend traveling. Even if you carefully measure just how fast you go, you always end up a little slower than you should be.

200: Brace for Winter! You are ill prepared for the reality of Winter, and it is here to greet you. Your first year will be during the tail end of Winter. The cold cuts to your bones, and you find it incredibly difficult to find you need. Everyone seems far surlier and hard pressed during the Winter times. Expect short tempers to flare while confined inside against the cutting cold.

200 Dust Starved: You may not start with any Dust, and you have difficulty find it. Jobs pay less, loot sells for less, everything nets you less Dust over all.

300: Damn that Aurigiana Bones! No matter where you go, every Endless ruin you find has already been looted and pillaged. Anything of real use has already been taken, only the bones and scraps left for you.

300: Wrong Biome: You know that location thing? Well it's wrong. You all end up in the opposite from ideal settings. Wild Walkers have not a tree in sight, Vaulters start in a desert, Broken

Lords in a frigid plain. Drakkens are so far away from anyone no one bothers to visit and talk, Ardent Mages have no a single anomaly in their totally boring plain, the Cultist's city is horribly over crowded on a tiny lone island without a single minor faction on it, and the Roving Clan can't find a single trade route. This only applies to your chosen Faction, or the one you like the most as a Drop-In

400 Locked Out!: You have angered someone very important. The leader of the Roving Clans has black listed you, and you alone. He doesn't care who might be more important to blacklist, he has a thing against YOU. You will have incredible difficulty buying and selling anything except the most basic supplies, and even those feel like a price gouge from hell and back.

400: Necrophages ate my neighbors: The Hive stirs... Lead by One Claw, the Hive now threatens to engulf Auriga, as is their birthright, being creations of the Endless. Fuck your spoiler warnings. They are but one nation, but they are without remorse, with numbers beyond count. You will have to rally the other Factions to take down this mounting threat, or all shall be washed away by a hungry tide of chitin.

600 Endless Mode: The Dust does not approve of those from other realities. For the duration of the jump, all powers not gained in this jump are locked.

600: Rejected by the Dust: You... did something very bad. Dust refuses to work with you. Enchantments will not function, coins will fall inert and be called counterfeits. If you are a Broken Lord, you MUST subsist on the energy of the living, even if you lack the perk to benefit from it. The world is full of magic... And it refuses to acknowledge your existence.

800: Endless Winter: You arrive too late to save Auriga. Enjoy ten years on a soon to be dead world. Survival is your only concern, for every passing year brings colder and colder winds. Soon, all will be ice, and Auriga will sleep beneath its blanket of frost until it awakens again. Dust will be very hard to come across, food will be increasingly scarce, no amount of knowledge will save you, your great works will be just another monument frozen beneath the ice, and no one will care what you have to say, for they only care to cling to life for another day. Perhaps... Just... Maybe.... You can lit the spark that rekindles Auriga's flame. Are you a bad enough jumper to breath life back into a dead world?

End Conditions: You can spend ten years on Auriga and leave. You don't need to do anything. If you do, however, Endless Winter will engulf the planet in your 7th year, and you will spend your last three in Winter. It's not fun. Trust me.

If you DO try to help prevent Endless Winter from coming, you can avert the global extinction and be heralded as a hero. It will not be easy, it will take a lot of time, effort, and there is no promise of success. IF YOU DO, however, you will be considered the unquestioned master of Auriga, and have its resources at your command.

Endless Rest: One last adventure it was it took, and now you return home.

Endless Adventure: Ten years is not enough. You stay, and see how the story unfolds.

Endless Legend: Onward, child of Auriga. The next world awaits.

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Vaulter Holy Resource:

Titanium: This charm helps you think clearly, hastening your research speeds and making it harder to distract you

Glassteel This charm makes you lucky with Dust. You always seem to find a little extra here and there.

Palladium This charm always helps you get enough to eat. Luck conspires with you to put food in your stomach.

Adamantium This charm seeks out veins of good metal and trees with solid wood. Things you build always last a little longer

Hyperium This charm grants you that annoying ability to know what someone is going to say before they say it, giving you leg up in arguments and discussions. Also makes you seem like a prick.

Mithrite This charm eases your mind and makes everything ok. You might still be sad time to time, but holding this charm helps ease your mind.

Arcana Pillars

Authority: You gain access to mind effecting magic, able to compel others to listen to you and implanting thoughts not their own into their minds. As an Arcana, you can compel a few targets. With a pillar, you could brainwash entire districts and demoralize armies without lifting a hand.

Materializing: You can command Dust. Through it, you learn the many, many ways to use it to harm your foes. Fire, lightning, ice, acid, every stranger things can be compelled out from the Dust. As an arcana you can throw a variety of harmful spells. With a Pillar... These are the true siege weapons of the Ardent Mages, able to fire beams of searing fire and abominable cold at tremendous range.

Renewal: How do you think the Ardent's survive being strapped to pillars and burned? Because the same power they call to upon to destroy can be used to heal. As an Arcana, you can heal injuries quickly. A Pillar becomes a bastion of good health, where the sick travel from all around to bask in the healing glow. It's a giant floating regeneration beacon.

Matter: Dust is everything. You need simply tell it what to become. With this Arcana, you can turn a handful into any portable object, a bag into something it'd take a couple people to lift, or

an entire barrel into a hasty fortification. With a Pillar, you could turn a fortune of Dust into a castle in mere minutes.

Luxury Resources:

Wine: It's fine. Good wine to. Tends to make folks happier.

Gold: It's no Dust, but people still accept it as a medium of exchange, and it's still shiny and valuable.

Spices: It's a thing of alien pepper and rosemary. Makes food better and prevents spoilage

Dyes: It's dye. Impressive and flashy, good for making impressions.

Emeralds: Now we get to the weird. Crushed emeralds are mixed with mortar to create dazzling builds that are far tougher than normal.

Uncommon Luxury Resources

Titan Bones: The remains of beasts long dead, these bones can be used as premade building material. Sturdy and lightweight, they are great for quickly building upward and out. The bones too small to use as building material can be refined into an assortment of metals. No rare ones though.

Quicksilver: When mixed with 11 herbs and spices, this transformative metal/liquid hastens the speed that a warrior learns how to fight.

Blood Crystal: This crystal, when ground to dust and mixed with electrolytes, B vitamins and caffeine, create an elixir of frenzy, making warriors savage combatants.

Moon Leaf: Dry it, roll it, smoke it, expand your mind, maaan. I jest. It's actually a very powerful mental stimulant with some calming properties. College students are ENCOURAGED to experiment with it. Just don't become a mooner

Grassilk: It's the finest silk your ever seen, and the way it catches light and shimmers, and seems to float on it's own... Anyone with half a brain and an oversized wallet would LOVE to dress themselves in this. Also really strong, good for rope.

Rare Luxury Resources

Pixie Blood: YOU MONSTER! When used to coat a weapon, this blood crystallizes into thousands of microscopic barbs, that bury themselves in an enemies wounds and tear them apart from the inside, inhibiting healing and increasing agony. If drank, the blood is a powerful curative aaaand the only way to readily undo pixie blood inflicted wounds.

Dust Orchid. This stuff does it all. You can eat it, you can grind it into Dust, it naturally extracts heavy metals from the soil and condenses them into pure ingots, the flowers bring mental clarity, and they smell real nice.

Resang: Uhm... Don't judge, but... This bland, red fungus can be eaten, and... after going through the digestive tract, it turns into pure Dust. Oh don't look at me like that! You'd sift shit for gold and you know it!

Hydromiel: The. Perfect. Food. This honeycomb shaped plant produces the most delicious, filling, and nutrient filled food in the galaxy. A few mouthfuls will fuel a man all day, and yet there is no fear of overeating. It will just.. Wait in your stomach until your body needs it. Oh, it also tastes like the most delicious thing you can think of. No two people taste the same thing, but all agree, it's the best tasting thing ever.

Dust Water: You know that "Where there is water, there is Dust?" Well this is why. This brackish flood excretes Dust, producing more Dust than could possibly be in the water. If you drink it, you may very well go insane. Or you could have world shaking revelations. Many men have tried to harness the power held within this Water. Those who have succeeded never told anyone what they learned. Dare you risk it?

The Crafting Of Magic Items: To make enchanted items, you require a Forge capable of working the metal, a Dust Refinery, and Skill in working the material. You can find Forges and Refineries in the world itself, although CP bought ones are better all around. Also, in Epic Speed, Forges appear at the year 100, 500, and 800, with Dust Refineries showing around in the 150th. It takes roughly 5 ingots to make a two handed weapon, one handed with a shield, a talisman or a ring. 10 ingots to make a full set of armor or a Foci. It takes 20 ingots to make Insignias and 30 ingots to make Tomes. It takes 50 Dust per Ingot to craft enchanted items. No Dust is required to forge weapons or armor unless you want it enchanted to further bolster them. Enchanted Armor and Weapons provides a 25% boost to their capabilities. Rumor has it, secrets to making Legendary equipment can be found deep inside Endless Ruins....

The Dust Ring, Amulet, Insignia, Foci, and Weapons may be built purely from Dust. 50 Dust makes an Ingot of Dust Infused Iron. No, it doesn't require Iron to make Dust Infused Iron, it just... Turns into it. Weird.

Any CP bought Forges, Refineries, Extractors, Mints, and Alchemy Lab all exist inside of your warehouse as fist sized cubes until deployed outside. At which point they become full sized mining, farming, or blood harvesting operations (Those poor pixies) You may collapse them at any time back down to Cube form. You have the knowledge to craft new ones, although they are immobile once deployed, and you will have to stop by time to time to pick up your harvest. And I hope you post guards at them. Wars between Factions are fought over control of these resources, after all.

List of ANOMNOMNOMALIES

<http://endlesslegend.gamepedia.com/Terrain> Go here.

FOR POST JUMP

Dust are not Nanites, they are Picoites. Even smaller and more advanced than nanomachines, empires spanning vast swaths of the Galaxy are still unable to fully understand or harness the power within these. The amount of knowledge to fully master and understand Dust was something held only by an empire that once spanned every arm of the galaxy. Maybe, with enough effort, study and research, you will uncover the mysteries of Dust. Do not expect it to be easy, or to be quick, but if you do, you will be on par with a race that once terraformed Auriga from a barren rock to the wonder it is now.

If you took Broken Lord, or become one with Rite of Consumption, you may switch between Broken Lord form and normal form. It takes a bit of time to switch forms, like putting on a different set of clothing.

The Smelters, Foundry, and Extractors still work post jump. They produce an amount equal to what you left the world producing. You want to make a space ship out of mythical metal? You're gonna need a FUCKTON of it, but hey, you DID cap every single vein on the planet, RIIIIIGHT?

Dust Attunement still works in places that Dust would gather as if you were on Auriga. Best places to find it are hot, dry locations, or around strange things. It still requires you to physically travel the land, so no rushing over Dune in your space ship to strip it barren. The fastest you'd be able to go to successfully gather Dust would be about the speed of a galloping horse. Any faster, and the particles can't reach you in time to gather around you.

The Endless Wagon can be upgraded to provide the speed boost off world. It ONLY works on well established and maintained routes however. Even if it's a hyper space lane, someone was putting down marker buoys and maintaining it for use. If it's "off roading" it does not help you.

Primal Spirits and Elementals don't care where you are. They will come when called. And if you didn't use all charges for Call Upon The Guardians, you can summon them as well. Maybe after a couple decades they'll heed your call again.

Nomadic City allows you to summon one Giant Scarab suited for travel in your jump. Ocean setting? It's a diver beetle. FTL? It can fly through space. You may park your Beetle in the Hangar, since it is non-sentient. It's never going to be quick or combat capable, but it can haul freight like no other.

For ANOMNOMNOMALIES and Landscapist, an Anomaly is any thing, place, area, lifeform, that clearly breaks the laws of reality, or are so distinctly unusual they can not be considered natural. The Zone in STALKER is a good example of a non-Endless anomaly. The weirder and unnatural a place is, the stronger its anomaly nature. One helps you find weird places, things, and items, the other helps you draw power from them.

Topography also applies post jump, but only applies to worlds you are on. It won't give you a galactic internal map, but any planet you land on, you will know all the points of interests and where the best resources are to be had.

The Public Library joins your Warehouse after the jump, and will serve the same function as before, presenting you all **!!recorded information!!** about a world you enter that is true. Mind you, the sheer volume of information presented will make it impossible to learn everything about a new jump in a single session. Still, the information is retained, and you can study it later. Secrets plans, forbidden knowledge, covert messages, are still hidden away, although you still find a few notes, pieces of information here and there that can lead you to great discoveries. It won't give you the Death Star's blueprints, but it will give you a suspicious looking cargo manifest to some unknown region of space, and coordinates to it. Like the secrets of Auriga, the greater the secret in other universes, the less information you will pull from the Library, you still need to find it as well, and it will never be anything resembling complete, just scraps and clues.

The Dust Mint provides a small amount of Dust every day, about 5 coins worth post Jump. It can also be used to process Dust from appropriate environments. Like Dust Attunement, the best places to find Dust are dry and hot locations, or near anomalies.

Each Companion is a "hero" in terms of capability, far exceeding other members of their race. All buffs provided are minor, providing a 10% bonus. This applies to everyone under your command. The exception to this is Sliver and Dra'Sta. They increase the effectiveness of smelters and extractors by 50% respectively.