

The Obsidian Trilogy

A jump by dragonjek

Version 1.0

Long ago, the demons, known also as the Endarkened, rose up from their lightless halls beneath the surface in an attempt to enslave all of the races of Light. The races of Light banded together to fight them off, but won only at great sacrifice—many of the races, such as the Bearwards, were driven to extinction, while others had their population cut so greatly that their numbers have still not returned to their original size; the elves are few, and the dragons have dwindled to the point that they are more a myth than anything else. The races of the Light believed that they had triumphed against the forces of Darkness, and that they had destroyed Shadow Mountain.

But some few surviving demons escaped, and learned from their failures. If direct invasion wouldn't work, then discretion and sabotage would bring about a new reign of darkness. So, with inhuman patience and subtlety, the forces of Queen Savilla set about handicapping those races that survived the war, even as they rebuilt their own forces. Under her ministrations, the Elves became isolated and insular. With her attentions the humans were fractured and set in opposition to one another. And, in the sole great human city known as Armethalieh, the City of the Singing Towers, the world's only wielders of High Magic began to reject the balance-preserving Wild Magic, until they finally banned it completely. And then they banned those races that embraced Wild Magic. And then other races entirely. And then they rejected change, and by Savilla's subtle wiles they rejected so much of what made the world beautiful, until all that existed to the citizenry of Golden Armethalieh was that which could be found within its great walls.

A new instrument could not be permitted, because the sound was too strange for people. A new pattern of clothing required deliberation over whether it would be permitted to be sold. A book that depicted the city in an unflattering light earned its author a secret assassination. All for the "good of the City", a city whose

citizens have no idea how hobbled their lives are under the rule of the High Mages.

Yet, some reject this. Young Kellen Tavaddon, son of the Archmage, rebels more and more against the strangling confines of life within Armethalieh, and within a sennight of your arrival, his time in the city will begin to begin its climax as he discovers the Three Books of Wild Magic. And none too soon, for Shadow Mountain stirs once more, ready to plunge all the world into darkness.

You will live in this world for ten years. Here are **1000 Choice Points**, with which to set up your life in this world. Do remember to be entertaining.

Location

There are many locations in which one might arrive in this world, although some are more or less... welcoming... than others. Especially depending on which race you chose. For that reason, you can pick your location for free, or gain **+100 CP** by rolling 1d8 to determine where you start off. If you are an Endarkened and roll Armethalieh or the Elven Lands, reroll; both places have wards specifically designed to bar access to your kind.

1 – Armethalieh:

You start out in front of the Church of the Eternal Light in Armethalieh itself. Quite possibly the largest city in the world, it is certainly the most populated. Yet, due to the ceaseless efforts of the High Mages who rule the city, it also has the highest quality of life due to the countless spells that enabled every aspect of life within its walls... although those spells certainly don't give any personal freedoms. Expect to be kicked out of the city if you aren't human. Currently led by the High Council, which is in turn led by the Archmage Lycaelon Tavaddon.

2 – The Home Farms:

The lands claimed by Armethalieh extend far beyond its walls. Even if it does forbid its citizenry to leave, it still needs food, so they work their magic to ensure crops always have optimal environments in the extensive farmland of the Home Farms. Many villages owe fealty to Armethalieh, and pay exorbitant taxes to ensure protection from blight and drought, always hoping to one day earn

citizenship inside its walls. Not that the High Council would ever permit anyone from outside the city to become a citizen.

3 – Merryvale:

A mixed centaur/human village, it exists outside of the lands (currently) claimed by Armethalieh, in the territory known as the Wild Lands. Such unnatural interactions with “Lesser Races” would never be permitted if the city were in charge. And yet, they live together happily and rely upon each other. A short distance outside of the town lives the Wildmage Idalia, once known as Idalia Tavadon and Kellen’s older sister, banished for the twofold crime of practicing Wild Magic and for being a woman who dared to cast spells. Not that their father permitted Kellen to remember her, anyway. Not when there are memory-altering spells that can get rid of such... inconveniences. Currently led by a council.

4 – Stonehearth:

Another Wild Lands village, this one consists almost entirely of centaurs. A kind and welcoming village, in the months to come they will take the exiled High Mage Cilarnen into their homes—and good thing, too, as without the combination of High Magic and Wild Magic, the entire village would certainly have been slaughtered by a single demon. Currently led by the centaur known as Grander.

5 – Elven Lands:

You arrive within the border of Elven territory. You can freely arrive in any of the miniscule villages that make it up, or you can be in one of the Nine Cities: Ondoladeshiron, Lerkalpoldera, Windalorian, Deskethomaynel, Thultafoniseen, Valwendigorean, Realthataladon, Ysterialpoerin, or its capital of Sentarshadeen. If you are anyone other than an Elf or a Wildmage, you can expect to be—politely—escorted out of these lands. Leaf and star forbend if an Elf were to do anything impolitely. Currently led by King Andoreniel Caerthalien.

6 – The Lost Lands:

While they have been subtle in the rest of the world, the Lost Lands have been treated as the Endarkened’s playground, and they regularly stage raids to steal away villagers for fun and food, and often sneak amongst the Lostlanders in disguise, impregnating women and leaving them to be killed by their other villagers once the demon bastard is discovered. The Lost Lands have no chosen

leader, being an independent collection of towns and villages. You arrive outside a nondescript village, one not too far from Vestakia's home.

7 – The World Without Sun:

Beneath the earth, in the Lost Lands, lies the home of the Endarkened. A realm bereft of life, where joy is found only in the misery of others. Captured slaves scuttle to and fro, thoroughly broken under Endarkened torture. For the Endarkened love torture as they love nothing else—made as servants to the dark god He Who Is, they view torture as the highest art... an art universally adopted among their people, which requires a constant supply of victims. If you arrive here as anything other than a demon yourself, you will be assumed to be an unusually uppity slave, and they will endeavor to put you in your place. Currently led by Queen Savilla.

8 – Free Choice:

Truly you are blessed by the Undying Light... or by the Good Goddess... or by the Huntsman... or by Leaf and Star... or by the Wild Magic... or whatever higher power you choose to swear by. You may freely select anywhere in this world to arrive.

Origins

Your origin comes in three parts: your background, your race, and your talent (magical talent, to be precise). You may choose your age freely as appropriate to your race—aging for most species isn't clarified, so you'll have to choose what feels appropriate. Your race becomes an alt-form after the jump is over. Select your gender freely. Regardless of what you select for your origin, you may elect to be a drop-in and forfeit the history involved, but retain the discounts.

Background

Tradesman (Free):

You come from a common family; perhaps your family are mere peasants, maybe you come from a long line of blacksmiths, or perhaps you even have a moderately successful merchant as a father. This background encompasses a broad range of social roles; although you receive no particular fighting ability, you are at least able to care for yourself in the real world, and if you were suddenly dumped in the woods on your own you wouldn't be at a loss for how to survive.

Warrior (Free):

You spent your youth learning how to fight. You could be one of the guardsmen or soldiers of Armethalieh, a Centaur warrior, an Endarkened raider, a member of the great Elven armies, or one of any number of other options. You're strong, know how to be decisive, and have competency enough to reliably defeat an ordinary human soldier if you were to fight, without taking into account any other advantages you might have.

Aristocrat (-100 CP):

You come from a background of wealth and privilege. You might be a Mageborn from Armethalieh, come from a powerful family amidst the Selkans, or you could be one of the upper class of the Elven kingdom. You have had access to the best education, the best breeding, and the best support that could be made available to you. You'd probably be quite helpless if you were suddenly to be stripped of it all.

Race

Human (Free):

You should be well aware of what these are by now. Bipedal primates, who are evolved for long-distance running and persistence hunting. They're sort of the milquetoast of races, but to their credit they have an affinity for most magics, even if individuals capable of actually using magic are rare.

Centaur (Free):

Although described as a hybrid of horse and man (and derided as "beasts" by the Armethaliehans), a Centaur's lower body doesn't quite match that of an actual horse, being shorter and stockier than one would expect. Their early life as a herd-based species still strongly influences them, resulting in a highly social race that forms powerful bonds with others. They are far stronger than any human, and obviously faster, but unfortunately lack the ability to use magic. They primarily live in the Wild Lands, both in centaur-only villages (although not centaur *exclusive*—it's just that homes built for a centaur's build are often uncomfortable for humans) and in towns mixed with humans.

Elf (-100 CP):

One of the oldest, and one of the few truthful, history books in Armethalieh states, *"Elves have elevated mere living into a form of Art."* There are few truer statements in the world. With a thousand years to improve themselves, elves have pursued perfection in many fields, and have come closer to it than any human craftsman could possibly imagine in the short years of their life. But more than that, to be an Elf is to be everything a human is, but better. They are faster, stronger, more agile, and all their senses are more acute, particularly their senses of hearing and sight. Indeed, elves can perceive colors in more depth and greater variety than humans can, although they are still limited to the same wavelengths of light. Their society places great emphasis on politeness and formality... except for children. Children are so rare and precious that they are completely exempt from the societal expectations otherwise expected of adults. If there is one downside to picking to be an Elf, it is in their long lifespans; for, long ago, a great queen of the Elves cast a magical spell to sacrifice the Elven race's ability to use magic in exchange for allowing a healthy Elf to live for a thousand years. Well... technically they do still have some weak ability left, but this "small magic" can only be used for extremely minor, convenience of life things, and is impossible to apply to any greater work.

Otherfolk (+100/-300 CP):

Of the races of Light that once allied together against the Endarkened, only 3 survived the Great War. Still, others who were of the Light are different enough from "people" that they weren't considered parts of the races, and these "Otherfolk" still, by and large, exist. For a particularly weak species, such as brownies, pixies, or fairies, you gain **+100 CP**. Species such as dryads are also worth **+100 CP**, as although as strong as a human, they are limited in how far they can travel from their tree.

If you instead pay **300 CP**, you can also be one of the more powerful Otherfolk, such as an elemental—a sylph (wind), undine (water), gnome (earth), or salamander (fire), each of which has an enormous ability to manipulate its element. Or perhaps you could be a Unicorn, blessed with supernatural speed and endurance, which kills demons and demonic creatures merely by touching them, and with a horn that can dispel all magic and purify all substances. Or a fire-sprite, which has a body of flame like a salamander, but no ability to manipulate the element... however, they make up for it with a fierce natural ability for combat equaled only by the magic-guided Knight Mages.

Another option if you pay **300 CP** is to be one of the extinct races, such as the Bearwards—an ursine-like humanoid species that was renowned for being as strong as a full-fledged giant despite standing no taller than a man.

Endarkened (-400 CP):

If you would rather shun the Light, you could be one of the children of He Who Is, also called demons, but more properly known as the Endarkened. The Endarkened stand taller than mere men, and have scaled skin in varying shades of red. They have long, whip-like tails, their heads sprout horns, and large wings emerge from their back. As an Endarkened, your origin talent is automatically set to be a Darkmage, and you have the ability to taste the emotions of others; unpleasant emotions and pain are the most pleasurable, and you can sup upon them to satisfy yourself, although you do still need to eat actual food. Your scales are hard and powerful, leaving ordinary weapons to leave little more than bruises rather than cutting you. Your claws are sharp enough, and your body strong enough, to easily disembowel a horse in a single blow.

Slaves of the Dark (-100/-200/-300/-400 CP):

The Endarkened have little care for or respect to the lesser species that they have engineered with their dark magic, but they are one and all powerful on the field of battle, if you would choose to be one.

For **100 CP**, you can be a weak species such as the Shadowed Elves, degenerate Elves crossbred with Goblins to make a slave race able to sneak past the Elven border wards; perhaps a serpentmarae, a twisted horse-snake abomination of remarkable speed, known for trampling its prey to death with its sharp hooves; or you could be a Deathwing, a bat-like creature large enough to carry a full grown man, but which is vulnerable to arrows... if the enemy could hit a flying foe like you in the first place.

For **200 CP**, you can be a stronger species; a duegar, which is blind but senses with its psychic powers, and which can croon a psychic song that lures prey within range of its poisonous bite; a goblin, which can move through stone like water and can spit toxic acid; a coldwarg, a powerful mockery of the lupine form capable of running down even a unicorn, but which is vulnerable to the heat.

For **300 CP**, you can be a frost-giant or an ice-troll, both of which are massive; a frost-giant being the biggest, but notably slower than the ice-trolls, which can run almost as fast as an unladen horse.

For **400 CP**, you can be the strongest of the Endarkened servants, an ice-drake; a mighty serpent, bearing claws and the head of a dragon, which is enveloped by an aura of such terrible cold that a man could die from it in mere minutes.

Additionally, ice-drakes also breathe out a poisonous gas that weakens the enemy, preventing them from running or fighting back as the ice-drake swallows them whole.

Dragon (-600 CP):

Rare is the dragon, but oh so valued. Dragons are the largest of species, and the most physically powerful, possessing an incredible might that only the ice-drake even approaches. Your senses reach beyond those of mere humans and even elves, and you can clearly perceive the eddies and currents of the wind, allowing you to find thermals to help you fly easier—for although you are certainly capable of flying across an entire nation, it would be an incredible exertion of energy. Unless killed, you will live forever.

You can breathe forth great gouts of fire, and your body has a peculiar property of compressing to fit through narrow spaces, allowing you to more easily navigate the caves your kind often calls home. But most potent of all is your magic... even if that magic doesn't directly benefit you. For although as a dragon you are unable to use your infinite store of magic energy yourself, you can take someone as your Bondmate to grant them access to your boundless magic, eliminating whatever cost they would normally have to pay to whatever the magic they already possess. However, in exchange for waiving all your Bondmate's costs, you take on a terrible price yourself; your endless life is now given a limit, for when your Bondmate dies, so do you... although this death is not enforced by jump fiat, so you may be able to find methods to survive that tragedy.

Magic Talents

You can take more than one magic talent, but cannot take Mundane along with any other option. Each magic talent you select beyond the first adds an additional **200 CP** to its price for each talent you already possess.

Mundane (+300 CP):

You possess no magical abilities beyond that afforded to you by your species. Still, don't take this to mean that you are useless; great armies aren't made up of thousands of mages, but of ordinary men, and the greatest Elven warriors have skill enough to slice apart a half-dozen mages before they could even manage to cast so much as a single spell, so being "mundane" is hardly a proclamation of weakness; it merely means that your strengths lie elsewhere than magic.

Any race can have Mundanes except for the Endarkened.

High Mage (Free):

You possess a talent for High Magic, which was created long ago as a more reliable alternative to Wild Magic. However, it makes up for this reliability by being immeasurably more complex. High Magic is like the perverse combination of a language and the most complex of mathematics. One must think correctly, feel correctly, and act correctly to produce the right magical effect, and if one strays even a little bit it can produce entirely unwanted and potentially disastrous results. It also requires the proper tools; while a small handful of spells can be used with the body alone, most require at least a wand, and anything of real noteworthy power requires ritual tools or incenses.

While more complicated than Wild Magic, it is also more versatile. For one thing, it has no consciousness of its own, so can be used freely for whatever you desire. For another, it can accomplish very nearly anything, given time; it functions by producing a multitude of small effects layered atop one another, which will accumulate to produce vastly different and far more potent magics. All magic has a price; the price of High Magic is your own personal store of magical energy, which will exhaust you when emptied. Because each person doesn't have much magical energy, the mages of Armethalieh took to secretly stealing the magical power that people naturally accumulate from the non-mages of the city, and allowing it to be distributed to the mages to use for their own purposes.

Only humans may become High Mages.

Wildmage (+100 CP):

Wild Magic is not the tame thing that High Magic is. If Wild Magic could be succinctly summarized (which it can't), it would be best described as a request.

You spend personal energy to cast a spell, which serves as a request to a greater power (whose precise identity is unknown, but which is generally believed to be some sort of god or god(s)), who then proposes a bargain; it will provide the means to accomplish whatever your goal is, and in exchange you will perform a task for it, your Magedebt. Wild Magic will not always work the way you want it to; if you wish to find a key, it may guide you to where the key is, but leave obtaining it up to you; if you want to fly to escape a pursuer, it might turn you into a bird. But it WILL work, and often in ways that in the long run benefit you more than whatever you originally intended. That said, it cannot be used for (intentionally) evil ends.

Magedebt is the method this higher being uses to interact with the world, with the goal of preserving life, maintaining the balance of the world, and benefitting the whole over the individual. The severity of the Magedebt is based on how powerful the spell you intend to cast is, and is often (but not always) tied into whatever the original purpose of the spell was. For instance, the aforementioned spell to find a key may require you to help a child save a kitten in a tree... and in the process you find the lost key hidden in a bird's nest; if you turned into a bird, the price of the spell might be to mate with another bird and lay an egg. Although in the latter example, doing so also meant that the Wildmage had to fly to where her breed of bird lived, and upon fulfilling her Magedebt and returning to human form, she met the person who would become her lifelong love, who she would never have met otherwise. Although the gods of Wild Magic are focused on benefitting the whole above the individual, they are not above giving out rewards to those who serve faithfully. It is also possible for Magedebt to be shared between multiple people and thus lessened for the caster and each individual, but consent is always required for such matters.

Humans and Centaurs may become Wildmages.

Darkmage (Free):

Dark Magic is the magic inherent to the Endarkened, and which they can teach to those tools who they deem useful enough. Most users of Dark Magic are former Wildmages who have been turned away from Wild Magic and embrace the darkness, and the Endarkened have become very, very good at seducing and corrupting otherwise steadfast mages into their service. All magic has a price; for a Darkmage, that price is pain. And although if they're running low they can use

their own, that's hardly the way of a follower of the Endarkened. Instead, they harness the pain and death of others to power their own magic, storing the suffering of those around them to use as power later. The Endarkened don't put so much effort into getting more torture subjects just because they love their "art", after all.

But it isn't just physical pain that they can draw power from, but emotional and spiritual torment, thus making any form of personal betrayal a great source of power... leading many Darkmages, who may have a hard time obtaining victims without being found out, to personally sacrifice their families. You may optionally have already done this.

Any race can become a Darkmage.

Knight-Mage (Free):

While most Wildmages utilize their magic to directly influence the world around them, there are a rare few among them who instead turn their magic inward. Rather than using magic as a means to enact change upon the world, they turn themselves into a tool with which to change the world. Knight-Mages are so named because of their particular relationship with the Wild Magic; rather than excelling at casting spells, combat becomes a sort of spell for them, one where the only cost of the magic is the effort they exert and a low-level drain on their energy. In exchange, their martial prowess is unmatched, the Wild Magic showing them how to move and what to do and the movements of their enemies in such a natural way that victory is all but inevitable... so long as the Knight-Mage trusts in the Wild Magic and does what it tells them to. Of course, a Knight-Mage can still use conventional Wild Magic... to an extent. They'll never be as powerful as a proper Wildmage, nor will it ever come as naturally to them, but they can still, at a greater expense of energy, manage to pull off some regular spells, such as Healing or Fire. They do, however, still incur Magedebt.

Only humans can become Knight-Mages.

Elven Wildmage (-100 CP):

Once, the Elves wielded their own particular brand of Wild Magic; but long ago, they sacrificed this magic to allow themselves to live longer, and as part of a ritual to seal away He Who Is from the mortal world. The meager remnants of this

power can be seen in the Elves' "small magics", little ways they make their lives more convenient. However... there does remain a single method for an Elf to reclaim the magical prowess they once possessed. By becoming a dragon's Bondmate, you can gain access to an infinite source of the magical power your race can no longer possess naturally. This allows you to use the Elven brand of Wild Magic, which focuses far more on transformation—often impossible transformations—than the oft-circumstantial works of typical Wild Magic. However, take note; although the source of your power is an unlimited well of energy, how much magic you can use at once is still limited by you as the caster, and you can still be exhausted through repeated spellcasting, as your ability to channel magic is not itself infinite.

No other race can become an Elven Wildmage. Requires the purchase of the Dragon Bondmate companion.

Perks

Any perk assigned to a given origin is discounted to that origin by 50%; discounted 100 CP perks are instead free. If a perk can be taken multiple times, you only gain a discount on the first instance of that perk.

General

Unicorn Knight (-100 CP):

The Unicorn Knights are an elite Elven scouting unit that forays out ahead of the main army, both to employ the speed of a Unicorn to its greatest extent... and because the Unicorns will most likely be unable to bear being with the army itself. Too many non-virgins, you see. To ensure that you can ride with the unicorns for as long as you wish, you can selectively toggle whether or not you are considered a "virgin", "celibate", or "chaste", regardless of what activities you may get up to. You could marry and sleep with every elf in Sentarshadeen, and as far as magical purposes are concerned, you'd still be completely virginal, unmarried, and untouched.

Dream of True Things (-200 CP):

When you sleep, you can push against the barrier of dreams to peek into the mind of other people, allowing you to see the world through their eyes, feel their emotions, and know what they think (although you do not have access to their

memories, unless they are currently thinking about said memory). If they are asleep themselves, this only shows their dreams; if they are awake, however, this lets you spy upon them undetected until you wake.

However, you can't just spy on anyone you like. You need to have a connection to them. This is easiest with a connection of blood, such as a relative or a blood-brother, but as long as you have some sort of relationship with someone you will be able to spy on them, it'll just be harder and take more time to "reach" them through the realm of dreams the more emotionally distant you are from someone. This means that someone you loathe and fear is as easy for you to connect to as someone you dearly love.

Danger Approaches (-200 CP):

Vestakia's half-demon blood warned her when the Endarkened, their magic, or their creatures were nearby, in the form of increasing pain and sickness. Now you share a similar gift, although one far more manageable than hers. You can now sense malevolence, ranging from the desire of a bandit to rob someone, the lust of a demon to inflict pain on others, or the intent to cause suffering imbued into a powerful magical artifact. You perceive such malevolence only as an uncomfortable pressure, however, not as the misery Vestakia experienced.

The Art Khemitic (-300 CP):

It isn't only people that hold magic within them, but the everyday objects of the world. As opposed to the Art Magickal of High Magic, which draws upon the magic of people, the Art Khemitic is a separate path of magic, one devoted to drawing out and combining the magical properties of objects to create new substances. It's most infamous for its explosions, but in the hands of careful practitioners it can create great things, such as umbrastone—an ebon-black material capable of absorbing significant amounts of magic before crumbling into useless powder. Its applications range from creating healing salves, to potions to increase strength, to making molds that imbue objects made from them with magical properties. It is a field with a great deal of potential, and a great deal of expense. And better still, because it relies on the natural magical properties of items rather than anything performed by a spellcaster, it can even be learned by people who have no talent for spellcasting of their own.

Half-Breed (-300 CP):

Born from an Endarkened father who tricked a human mother, Vestakia's mother performed a working of Wild Magic to save her life so her unborn, monstrous child would not kill her. The Wild Magic offered her a choice; a child with the body of a demon and the soul of a human, or one with the body of a human and the soul of a demon. She chose the former, thus bringing the kind-hearted Vestakia into the world. Like Vestakia, you can harness the essence of a different species inside of you; unlike Vestakia, this does not displace your existing nature, letting you exist as a creature with one soul of two different natures, and the appearance of a single one of those races. You are considered to be either of your component races, or both at the same time; for instance, if you were a half-human, half-demon, you would not be killed by the touch of a unicorn.

In short, whenever you select a race in your jumpchain, you may also pick an additional species; although your appearance doesn't change, you are now considered to be either or both of those species for all purposes, including which origins and perks you have access to. That said, people will still treat you like the race that you appear to be. You have to pay for both races you pick; if one of your races *grants* points, you only gain it for the race you appear to be.

Background Perks

Tradesman Perks

An Apt Hand (-100 CP):

Of course, as a tradesman you need a trade of your own, don't you? You are trained in one profession appropriate to a mostly-medieval society; you could be a shepherd, a sailor, a potter, a blacksmith, a trader... almost any medieval job you can think of. Your talent in this profession is so great that it would not be remiss to name you one of the best in the world... well, one of the best by non-Elven standards, at least.

You may take this perk multiple times, selecting a new profession each time.

The Best Price (-200 CP):

You are adept at all levels of merchantry. You can haggle with the best of them, can instantly get a grasp on the local economy, and always know what a community needs and what it wants... all the better for you to be the one to provide. You also have preternatural prowess in other economic matters that you

might encounter in more advanced jumps, such as maneuvering in business hierarchies and arranging corporate mergers.

Diamond in the Rough (-400 CP):

Cormo was an infamous bully and ne'er-do-well of Merryvale, but to pay away his debt to Idalia for healing him, he was forced to work under one of the elders of the community. And yet, despite being a lout who seemingly lacked any redeeming features, his period of labor under her brought out the best in him, resulting in a selfless and determined individual. You have a talent for performing similar tricks; by regularly interacting with others, you can slowly bring out the best in them, until they may very well become an entirely new person after sennights have passed. However, although you can magnify the good in someone, it does still require that the subjects of your attentions have a good side in the first place. This will not affect an irredeemable monster.

Sidestepping Disaster (-600 CP):

Some citizens of Armethalieh grow dissatisfied with their lot in the city; leaving through the gates is forbidden, so a number of folk sign up with the Selkan-folk sailors who dock at the city to trade, and sneak out that way. However, a spell was laid over the bay, consigning any citizen who seeks to escape by sea to a slow death from illness. Fortunately, no such misfortune could ever befall you. Curses and spells of malign intent have a way of failing to affect you; this does nothing to spells that have an area of effect, but any spell that would specifically target you, or that would target a demographic you are a part of, will fail to have an effect on you unless you allow it to.

Warrior Perks

A Soldier's Trade (-100 CP):

You are beyond merely being proficient at using weapons, you are a master. Although you have a general training with all the common weapons seen in a medieval setting, you may pick a specific weapon or style of fighting with which you are a true master of, making you the equal of the best fighters in the world with your chosen weapon or style. Well... of the best *human* fighters in the world.

You may take this perk multiple times, selecting a different weapon or style each time.

Marching in Lockstep (-200 CP):

While skill is often the deciding factor in combat, in war the most important thing, aside from logistics, often winds up being mobility; the ability to get a force where it needs to be in time to counter, flank, or bypass the enemy. When traveling, you move at half again your regular speed; this bonus also applies to all of your allies who are part of a shared combat force. This may simply be your squad if you are moving as part of a smaller unit, or the entire army you're in if you are all moving together.

The Cavalry Arrives (-400 CP):

In war, one of the greatest advantages one side can have is the ability to field mounted units, and in that regard you are a notable asset indeed. Any mount you ride will perform notably better than its species is normally capable of; it will respond to you faster, run more swiftly, and strike with more force than it would normally be capable of. Furthermore, you know how to ride any creature, and have the skills needed to tame even the most pernicious or stubborn of beasts into a proper mount.

Strategic Brilliance (-600 CP):

Through a combination of intuition, simple skill, and a keen insight into the behaviors of others, you are a master of both tactics and strategy. You always know the optimal move to make, can pick out any possible method of taking advantage of the environment (or denying an advantage to an enemy), and your ability to keep track of the many different aspects of an army and maintain logistics is superb. You know all the little tricks to optimize an army, and it is impossible for your forces to lose in an evenly matched battle when you are commanding them.

Aristocrat Perks**No Mere Dilettante (-100 CP):**

It is customary for those of refined breeding to cultivate skill in the arts. Select an artistic skill, such as painting, writing, singing, dancing, sculpting, or anything similar. Your talent in this skill is superb, marking you as a true master of your craft and your artistry is no less than what one would expect to find in the best human artists the world has ever seen. Although by Elven standards, this puts you at barely beyond the level of an apprentice.

You can take this perk multiple times, selecting a new form of art each time.

Make Way (-200 CP):

Your august personage is such that none would dare to crowd you, instinctively recognizing your superiority and that you *deserve* to have space to yourself. Crowds make way for you to pass, people allow you to cut in line, and no one begrudges you the time you take in arriving anyplace, allowing you to be as late as you wish without it causing a problem.

Leader of Men (-400 CP):

To be a member of the nobility does not merely mean that you are of better breeding than others, it means that you are meant to lead them. You embody this message, and hold in you a charisma such as is rarely seen. When you take charge, nobody will oppose you because it seems obvious to all that you are the sort of person who should be in charge. People are quick to obey your orders, and you know how best to inspire and motivate those who serve under you, ensuring that your servants or followers are always driven to perform at their best... although whether you use the carrot or the stick for these purposes is up to your personal style of leadership.

The Potential of Perulan (-600 CP):

In you are realized the fears of the High Council of Armethalieh, for people like you are the very reason they are so strict about refusing to change. Not only does your artistic talent increase several times over, but you have a peculiar ability to create artistic works that *inspire* others. You can write a play that moves the listeners to oppose the government, sing a song that drives people into a deep depression, or pen a novel that evokes a desire to change things for the better in its readers. This goes beyond what simple talent can do; a good author can write an engaging book, but what you write makes people think, feel, and even grow as people. You could inspire a revolution like this.

Race Perks

Human Perks

Only Human (-100 CP):

Elves don't particularly expect humans to be able to keep up with Elven standards of politeness, nor to perform on the level expected of Elven experts. When you fail

to live up to the sometimes-impossible expectations other people may have for you, you suffer no social consequences for doing so.

The Will to Survive (-200 CP):

Despite being the race with the fewest personal advantages, humans are still the most populous race and the ones with the most widespread holdings across the surface of this world. And although they are the only race with Wildmages or High Mages, those aren't so numerous that they can account for humanity's success. Perhaps you are an example of how they succeeded. Your willpower is exceptional, allowing you to keep focused on your goal despite distractions and letting you keep soldiering on even if your body is beaten and broken.

Centaur Perks

Charming (-100 CP):

When Cilarnen was Banished from Armethalieh, he took refuge (against his will) with the Centaurs of Stonehearth. Years of teachings and prejudice built into him by Armethalieh stood against them, yet the good-natured familial caring and acceptance of the Centaurs of Stonehearth broke through his barriers, to the point that mere months in their presence was enough to erase his hatred and drive him to risk his life for their sakes. You work faster; you can form mutual friendships in mere hours, and with only a couple of sennights with someone you could easily find yourself being called their best friend.

Who Needs Cavalry? (-200 CP):

Centaurs have all the mass and speed of cavalry, but without the need to separately supply for mount and rider. You are adept at making the most of these advantages; when you charge an enemy, the damage you inflict is multiplied several times over, the force of your charge allowing you to pierce through armor and even affect enemies that would normally resist mundane force. If you were in Stonehearth when it was attacked by demons, perhaps they wouldn't have needed magic to beat it in the first place.

Elf Perks

All in Good Time (-100 CP):

If there is any resource which Elves have in abundance, it is time; haste is all but a foreign concept to them, and they feel no particular need to fill all their spare minutes or hours with productive activity as a shorter-lived race might. You

become incapable of experiencing boredom, and can simply allow yourself to enjoy life no matter what you may be doing... or may not be doing, as the case may be. This provides you with an infinite amount of patience.

To Approach Perfection (-200 CP):

Other races fade away in less than a century; they barely have time to learn a craft before they fade away. An Elf will have a millennium to live, and in those thousands of years comes plenty of time to master any craft to an extent that lesser races could scarcely even imagine. And yet, even one who spends that millennium mastering a single craft will find that true perfection is ever a goal out of reach, for there is always room to improve. So it is for you; no matter how good you are at a skill, you will always be able to improve it to new heights, although it will take time and effort. Your growth will never stagnate.

This can also be considered a booster to any 100 CP perks from the tradesman, warrior, or aristocrat backgrounds which you may possess, improving your skill in them to the talent of a master as measured by Elves.

Otherfolk Perks

Salvation Arrives (-100 CP):

Just like how Idalia was there to help the Otherfolk when lightning struck the oak-dryad's tree, someone will always be there for you when you are in need. There will always be someone capable of providing tangible assistance to you when you really need the help. This might not be enough to solve the problem on its own, but they will be of at least *some* assistance.

Illusory Creatures (-200 CP):

Armethalieh has forgotten that the Otherfolk exist, considering them all to be "Illusory Creatures" which are only metaphorical constructs to better understand magic or the world, not as actual beings. You have harnessed this effect for your own purposes; those who you would rather not know of your existence will treat you as a myth until irrefutable proof of you is presented before them, while people you would rather know about you will be exempt from this effect.

Endarkened Perks

Magical Powerhouse (Free, Exclusive to Endarkened):

Your magical power is far greater than what any race other than a dragon can claim. In a one-on-one magical duel, in raw power alone you can easily overwhelm a mage of any other species.

Deceptive Form (-200 CP):

You have learned the secret arts the Endarkened use to disguise themselves, which allows them to walk among the lesser races without raising a fuss. You are able to transform yourself into any natural species. You do not gain any special traits members of that species normally have, such as magical powers or venom; it is a transformation of appearance only, and you retain any weaknesses you may have possessed.

Slaves of the Dark Perks

To Walk Beneath the Sun (Free, Exclusive to Slaves of the Dark):

Many species that serve the Endarkened are vulnerable to the tools of the sun. Some will burn to death upon exposure to sunlight, while others will die should the temperature ever rise above freezing. You share none of these weaknesses; any lethal weakness you possess from your race choice in this jump is nullified. At your discretion you may pay another undiscounted **200 CP** to apply this immunity to all race choices in future jumps as well.

Nonlethal weaknesses are not affected by this, only those that would kill you.

To Speak and Reason (-200 CP):

Many, if not most, of the species serving the Endarkened are either not clever enough for speech, or not built properly for it. You are an exception. No matter your physical form, you will always be capable of speaking in a clear and understandable fashion.

Dragon Perks

A Magical Infinitude (Free, Exclusive to Dragons):

As a dragon, you now possess an infinite amount of magical energy. However, you are entirely incapable of utilizing this energy. But that doesn't mean it's useless; rather, you can allow your Bondmate to access this power and wield it themselves. Normally, a dragon's ability to bond is something that happens naturally and is impossible to control or direct; you are not so limited. Once each jump, you can select a single individual to be your Bondmate, and thus allow them

to access your well of magical power. Do be warned, however, that although your power is infinite, their ability to use it is not also infinite, and your Bondmate is also limited by their own stamina.

Psychic Communication (-200 CP):

Dragons have a mental bond with their Bondmate; you have expanded this into the power to communicate with anyone via mental means. You can only “speak” to those within sight of you, but if it is someone you know particularly well, you are able to contact them even if you can’t see them, as long as they aren’t too far away from you.

Magic Talents Perks

Mundane Perks

Talented (Free, Exclusive to Mundane):

Just because you don’t have the potential for magic doesn’t mean you’re helpless. You gain an additional 3 free purchases of **An Apt Hand**, **A Soldier’s Trade**, or **No Mere Dilettante**, picking freely among them regardless of your background.

More Than a Battery (-200 CP):

While the ability to actually *use* magic is rare, everybody carries around some magical energy. This magical energy can be utilized by a clever mage, and you are a particularly fine specimen for this; when you willingly allow someone to use your energies for their own purposes, whatever magic (or similar act) they are performing is significantly enhanced in effectiveness.

Coordination (-400 CP):

The greatest advantage that the masses have over mages is their numbers. But simply behaving like a mob won’t be enough to overcome the armies of the Endarkened; instead, you require precision, unity, and coordination. You bring these traits into any group you are a part of, and more besides; as long as you and at least five other people are working together towards a shared goal, everyone in the group receives an increase to their competency and talent. This doesn’t provide any physical enhancements, but it does allow them to act according to a higher degree of skill, respond with better reflexes, and be more aware of their surroundings.

Blessed by Fortune (-600 CP):

Luck and circumstance will always be on your side. If you are being beaten to death, someone will show up just in time to save you. If you are heavily poisoned by bee stings, there will be a Wildmage on hand to heal you before you go blind. If you were to travel, you would neatly bypass whatever traps might be set on the road ahead. If you were kidnapped, there will be a way to escape. Now, luck and circumstance won't do *all* the work, but it can make possible what was otherwise impossible.

High Mage Perks

High Magic (Free, Exclusive to High Mage):

You are trained in the magics of Armethalieh, and have been inducted into the secrets of High Magic. Although the schooling period for High Magic is long indeed, its rewards are vast if you can dedicate yourself to learning it. Each spell in High Magic must be learned individually, but there exist spells for nearly everything under the sun.

Cooperative Casting (-200 CP):

Many workings of High Magic are too vast to perform on your own. While Wildmages typically work alone, all High Mages come from the same city, are taught in schools, and using magic in unison isn't just expected, but a necessity if you want to work truly great spells. You can incorporate other mages into your own magic; each magician contributing to the spell in this fashion expands the spell's power and range.

Combinative Magic (-400 CP):

The true origins of High Magic are shrouded in mystery, but one hypothesis as to why it was created was to combat the Endarkened, for High Magic and Wild Magic cast upon a demon in conjunction proves for a fatal combination. Now you can take this trait with you into other worlds, where High or Wild Magic may not exist. Whenever you cast a spell on a target, and someone else casts a spell upon the same target (but uses a different system of magic than you did), it produces an additional effect unique to that specific combination of magics. You'll need to experiment with different types of magic to make the most out of this perk.

Elemental Alliance (-600 CP):

Long ago, High Magic was wielded in the war against the Endarkened. But in those days, there was not a system of city talismans with which to take the energy from

the populace; however, a single person's magical energy is not great enough to cast spells as a combat-mage would need to. Where would enough magical energy be found?

The ancient High Mages turned to nature, and formed pacts with elementals to directly draw upon their power to fuel their magic. However, such pacts were dangerous, burning through the High Mage's life force and that of the elemental alike. You, however, have a much safer system; like Cilarnen drawing power from the elemental-powered land wards, you also access the powers of elementals through a medium; in your case, that would be your Benefactor. By drawing upon their power indirectly, and by splitting your power draw between multiple elementals, you can safely use elementals for a nearly limitless well of magical power, without the risk of burning yourself out.

Wildmage Perks

Wild Magic (Free, Exclusive to Non-Centaur Wildmage):

You have received the Three Books delivered to all those who are chosen by the Wild Magic, and have read through them. You don't fully understand them—the books are unique to each mage, and often contain advice that will only make sense long after you read it—but Wild Magic is easy to perform. You could have cast your first spell in minutes after first reading the books.

Wild Magic contains several quick-to-cast spells suitable for combat, such as a spell of Binding or the spell for Fire, but for the most part is based on short rituals (primarily of divination, communication, nature, and healing). It doesn't require perfection, only an earnest attempt, and when it requires ingredients, they are easy to acquire local materials that can be exchanged for similar components if you're in an environment that doesn't have what you need.

Knowings and Tasks (Free, Exclusive to Centaur Wildmage):

You have received the Three Books of a Wildmage, but could not receive the ability to use magic. Instead, you have a special connection with Wild Magic. You can reach out to receive a Knowing; virtually any piece of information will simply be imparted into your mind. You can find people, find objects, and uncover lost secrets, for almost all knowledge is available to you when you make use of a Knowing. However, in exchange for this information, you are forced to take on a Task, which is equivalent to the Magedebt that typical Wildmages are subject to.

One with the Magic (-200 CP):

Wild Magic isn't just a tool to use, or a force to be used by; it is a fundamental force of balance in the world, and to be a part of such a thing is a beautiful connection that provides a degree of power to Wildmages who come close enough to the Wild Magic itself. While to an amateur the magical circle is an important component of Wild Magic, by internalizing the principles of the magic, you actualize the effects of a magic circle around you by an act of will. Whenever it is beneficial to you, you are considered to be inside of a properly-drawn magic circle. Furthermore, you gain an awareness of the natural world around you; particularly unnatural influences on the world, such as a spell to cause a drought or extreme pollution, is something you can detect merely by being present. Foul magics and true evil are likewise easy for you to sense the presence of.

Warm Welcome (-400 CP):

In all lands save for those of Armethalieh, Wildmages are openly admired and receive a strong welcome wherever they go, as they have potent abilities to heal and solve problems. Even the Elves, who have otherwise closed off their borders, allow Wildmages to freely travel through their territory. Such a kind reception is now the norm for you even in worlds that have never heard of Wild Magic, and you receive the same kindly treatment Wildmages benefit from wherever you go. If you'd rather go unnoticed, you can toggle this effect off. People with specific reasons to distrust mages (or Wildmages specifically) will still treat you like they normally do, however.

Gentle Magedebt (-600 CP):

Your Mageprices are always so much less harsh than they could be. When you accumulate Magedebt, the price to pay it off will at its worst be something you find only mildly distasteful, and more often is something you wouldn't mind, or would even find pleasant. Even if you cast a spell powerful enough that the Wild Magic would normally take your life in exchange, you may simply have a lengthy task to accomplish instead.

Darkmage Perks**Dark Magic (-100 CP):**

Dark Magic can be easily learned by anyone who's been initiated into it by an Endarkened or more experienced Darkmage. All it requires is suffering and agony,

and you can get started with using magic right away. It excels at causing more pain and inflicting wounds and suffering, but also has a host of more convenient uses. Scrying, healing, communication... it is an extremely versatile form of magic, and very powerful as long as you keep tormenting people.

To the Pain (-200 CP):

You are very good at not killing people. This might not seem appropriate for a Darkmage, but do you know how hard it is to flay someone's skin off their body without them dying in the process? You are able to keep your victims alive through torments that should kill them, and are also an expert at limiting potentially fatal attacks to become only injurious.

Corruptive Influence (-400 CP):

Your abilities in social manipulations and sabotage are without peer. You could, starting from the position of a mere secretary, slowly take control of an entire nation. You excel at turning one-time allies against one another, and can foment unrest, despair, loyalty, fear, or rage in a populace with ease, all without ever revealing yourself to be the source of such changes.

To Consume All You Are (-600 CP):

You gain an ability normally reserved for the Endarkened. When you torture someone over the course of months, you can reduce them to their bare essence. By severing every identifiable feature, by tormenting them in mind, body, and soul, you can reduce a living being to a blob; a sack of flesh over organs and fluids, still conscious and still sane enough to realize what is happening to them. And then you can drink them, absorbing their entire essence, their soul, their memories, their power, their knowledge—everything they are and everything they had is now yours, and as you consume them, they will be aware of this.

This destroys their soul as you digest it, making resurrection, reincarnation, or a presence in the afterlife impossible. It provides you a permanent increase in power, and although you have access to the subject's memories, they in no way influence your own mind, being a separate well of memories you can reach into for information without compromising your identity or sense of self in any way.

Knight-Mage Perks

Knight-Magery (Free, Exclusive to Knight-Mage):

You have received the Three Books of the Wild Magic, and are a type of Wildmage. However, in terms of typical magic you will always be a second-rate spellcaster, for your talents lie elsewhere. Specifically, in warfare. When it comes to all matters relating to combat or war, you learn exceptionally, ridiculously quickly. Even an untrained novice who never touched a sword before could be trained up to the standards of an Elven Knight in a matter of mere months if they had this perk.

Battle-Vision (-100 CP, Exclusive to Knight-Mage):

You can toggle on a form of precognition based on combat. When you engage an enemy, you can see a blue image of their movements a mere moment before they actually act, letting you respond to any assault with forenotice. But it isn't only a defensive technique, as it can also sense weaknesses in an enemy, and help you create openings. Weaknesses in an enemy's guard, or where you can attack to *create* a weakness, are highlighted in red. Continuously attacking the red areas will eventually result in the enemy being left wide open to your attacks. Additionally, you gain the ability to sense the presence of dirty tricks such as poison, which appear as a bright green to your eyes.

Finally, you gain a supernatural degree of awareness of your surroundings, that exists even when you aren't using Battle-Vision. In addition to helping you detect sneak attacks, it also means that you develop a perfect mental map, making it impossible for you to get lost.

Tactical View (-400 CP):

You are able to mentally pull your perspective back and upwards, allowing you to view an entire battlefield at once as though you had a top-down perspective. This allows you to keep track of your forces even when there is no one to relay messages, and is an invaluable tool for any commander of a military force. With practice, you will be able to maintain this viewpoint at the same time as your normal sight, letting you engage in combat while being fully aware of the status of the entire battlefield.

Water Mind (-600 CP):

The greatest weapon of the Knight-Mage, the Water Mind is a heightened state of consciousness that you can enter. When in the Water Mind, you are perfectly aware of the state of everything around you, and your body moves more freely

and agilely than it ever could before. While in the Water Mind, it is all but impossible for you to be hit in combat save by an enemy of truly overwhelming speed. Numbers cannot defeat you; you could be surrounded by Elven Knights, and could avoid or deflect their every attack without effort. Well... without *feeling* the effort. While you cannot feel the drain on your stamina while you are in the Water Mind, it is an exhausting state to be in, and the longer you keep it up the more costly the technique is to your body.

Elven Wildmage Perks

Elven Magic (Free, Exclusive to Elven Wildmage):

The Elven connection to magic is an ancient one; although it is a form of Wild Magic, they wielded it before any other race, and had such a natural ability to use magic that there was never a need for the Three Books; as such, you do not receive them. Elven Wildmages differ from other Wildmages; their spells are not incantations to a higher force, but something they are able to use themselves, by assigning color-shapes and taste-sounds to specific magical effects. By mentally replicating these impossible shapes and colors and tastes and sounds, an Elf could cause their spell to swell into being. And their spells are very different from those of other Wildmages in more than how they function, but in what they do; fundamentally, the core of Elven Wild Magic can be seen in transformation. Converting the air to flame, turning snow into an ice pavilion, turning still air into moving air; it's all about causing change. In exchange, however, it is less effective at divinations and summonings.

Bondmate Awareness (-200 CP, Requires a Bondmate):

As it is quite impossible for an Elf to perform magic without being bound to a dragon, it would well behoof you to be able to know the state of your bondmate in an instant. You can mentally connect to your Bondmate, and doing so will allow you to not only know the present state of their bodily and mental health, but also allow you to know where they are in relation to your current position, or even peek at the world through their eyes.

Eternity (-400 CP):

That which you transform will retain its new form forever, and will resist attempts from people other than yourself to transform it again. You can disable this effect if you wish to do so.

Impossible Magics (-600 CP):

Your magic can do impossible things, even by the standards of magic. You can create fire that burns ice, or that uses stone as fuel, without making it any hotter than normal; you could change a person into something else, or turn back time on an object to revert it to a previous state.

Items

You receive 1 floating discount for each tier of prices, which you can assign to whichever items you like. Items that are lost, stolen, or destroyed will be replaced after seven days.

The Three Books (Free, Mandatory, and Exclusive to Wildmage or Knight-Mage):

You somehow come across the Three Books of Wild Magic that all Wildmages receive. The Book of Moon, which would most directly be considered a “spellbook”, containing a great number of spells and explanation of the building blocks of spells. The Book of Sun, which does contain some spells, but primarily serves as a treatise on the ethics behind spellcasting and tries to teach you when to use magic, how to use it most effectively, and when to avoid using it in the first place. Finally comes the Book of Stars, which is a largely abstract, quite philosophical examination of Wild Magic as a whole and a Wildmage’s relationship to it. The Book of Stars is also personalized to each Wildmage, and contains information that will specifically be important to that individual’s experiences with the Wild Magic and the world... even if its applications to your own life are rarely readily apparent when initially read. But once you’ve grown accustomed to the books and understand your own relationship with the Wild Magic better, simply opening the Book of Stars to a random page will often have some nugget of wisdom that applies to your situation. These books will now follow you forever, and if lost, destroyed, or left behind, will always reappear in your Warehouse or where would be most convenient for you to find them (whichever you prefer). Unlike normal items, the Three Books will reappear in less than a day.

Accoutrements of High Magic (-100 CP):

You have all the paraphernalia you might need to perform High Magic. You have a wand, ritual clothing, proper incenses, and more—everything you might need to cast any spell that High Magic is capable of.

The Art of Tea (-100 CP):

You possess a wide variety of perfectly-preserved tea leaves, both Elven and otherwise. This ranges from the simple Armethaliehan Black, to the complex riddle of flavor that is Winter Mountain Spice. You possess cup, pot, and brewing supplies worthy of the greatest of Elven brewers, as well as a book that conveys the full intricacies of not only creating Elven teas (and inferior human teas), but also the philosophy behind tea and the fine art of properly appreciating tea. This will help you look less like an uncivilized barbarian should you ever come to interact with Elves.

Dream-Honey (-100 CP):

A special substance created by pixies, it is much sought after for its medicinal uses. Taking a small amount of dream-honey will quickly put you to sleep, ensuring deep, healthy rest and good dreams. Using a very, very mild amount will make you sleepy, but cure even the worst headaches or migraines. Using a larger dose could knock you out in seconds, and you'd sleep through anything that was done to you.

Endarkened Torture Tools (-100 CP):

You have a stock of all the tools of the trade for the most beloved art of the Endarkened. They are all crafted to the finest degree a species that lives forever can accomplish, and are fully as beautiful as any piece of elven work... if far more terrifying in purpose.

Fine Elven Armor (-100 CP):

You possess a suit of armor forged by the Elves. It has been perfectly fitted to your body, and will adjust its fit should you ever change your build (although it will not help if you assume a completely different form entirely, such as becoming a bird). It is thin and very lightweight, and permits enough mobility that you can easily perform a dance or drink tea without needing to take off your armor. Furthermore, it is a work of art, with colors that compliment your features and fine, intricate details worked into its surface to the point that you will not find so much as an inch of space that has not been somehow beautified. Despite looking more like a decorative piece than something with practical use, it provides comprehensive protection through superior Elven skill and knowledge of metallurgy. It also comes with a weapon of your choice, equally beautiful and forged by Elven hands.

Keystone (-100 CP):

A keystone is an object made to hold magical energy. It can passively absorb energy from a subject it touches, or you can charge it intentionally, and can switch between how it works with a simple act of will. Your keystones are not pre-charged, but will still make useful batteries if you find the time to fill them. You start off with 10 keystones, and instructions on creating more. Normally only the person who creates a keystone can draw upon the power stored inside, but anyone you permit to can wield the power of your keystones. They appear as amulets by default, but you can make them be any small object.

Allheal (-200 CP):

You have a small tin that contains an ever-replenishing supply of the substance known as allheal. Made into a salve and massaged into the skin, it cures the pain of sore muscles and makes bruises fade. It also causes small cuts to heal completely in mere hours, and can prevent infection in larger wounds. Made into a tea, it cures fatigue and provides energy. Yours is extra potent and charged with magic, because if you apply this to any injury, the patient will heal completely in no more than a week's time, without any scarring.

Arcane Library (-200 CP):

You possess a library that contains all the knowledge this world has on magic; every type of magic. It doesn't have the Three Books, but it does have treatises on Wild Magic and Wildmages that, while not containing the personal message of the actual Books, are more than helpful for explaining what Wildmages are and how they work... even if you can't do the Wild Magic yourself unless you're already a Wildmage.

Artifact Keystone (-200 CP):

A special keystone designed to contain a single spell at a time, either from yourself or another person. It can hold this spell for an indefinite period of time, and will release the spell to be cast as you desire when you will it. It does not come pre-charged, but it's an easy way to get the cost of a spell out of the way beforehand, so that when it's time to cast the spell you don't have to worry about having enough energy or be concerned about whether or not to take on the Magedebt.

Elven Destrier (-200 CP):

Elven warhorses are perhaps the most finely trained animals in the world, having been bred for war for hundreds of generations. However, befitting the Elven approach to combat and warfare, they are not simply violent beasts, but elegant and beautiful, and although not as intelligent as, say, a primate, they are far smarter than any horse has a right to be. They can understand complex commands, and are trained to carry out complex feats of acrobatics that would be hard for anyone to believe a horse capable of if they hadn't seen it performed. You have one such mount, as well as an attachment to your Warehouse that provides a field for her to run in, with as much feed and water as she needs.

Ingredients of the Art Khemetic (-200 CP):

The Art Khemetic requires a multitude of ingredients, some of which are common to many worlds, while others are specific to this one. You receive a book that contains all the recipes of the Art Khemetic, as well as a special pen. If you circle a recipe in the book, you will receive all the materials to make a single "dose" of that specific recipe. The ink fades away after use, but the pen can only be used with this specific book, and can only be used once per week.

Sacrificial Slaves (-200 CP):

You have a set of three slaves who have been raised by the Endarkened. The very capacity to hope has been ruthlessly ground out of them, and they are perfectly obedient to your every whim. They will do any task you tell them no matter what it costs them personally. But in terms of personality, they have virtually nothing left. Still, they feel pain as readily as anyone does, and you can still harvest their suffering and eventual death for the purposes of Dark Magic or any similar power. When any of your slaves die, a new one will be provided within a week. They are considered to be followers.

Speaking Spheres (-200 CP):

A kind of magical tool created by the High Mages of Golden Armethalieh, it allowed the High Council to communicate with its agents abroad without them ever approaching Armethalieh in person. You have a set of 10 golden orb pairs, each marked with delicate rune-work. Touch a sphere and focus, and you can speak a message that will be sent to orb's partner. The second orb will release the message when focused upon in turn, and can also be used to send messages.

Supply of Umbrastone (-400 CP):

You have ten pounds of umbrastone, a product of the Art Khemetic that is capable of absorbing magic in its vicinity. It absorbs both existing spells and spells that are being cast, but if it absorbs too much it will crumble into useless powder. They come stored in a special crate that blocks their effects. You receive another ten pounds every month.

Unicorn Hair Rope (-400 CP):

You have a rope made of braided unicorn hair, ethically sourced from willing unicorns. This rope burns creatures of evil on touch, and should you pull a loop tight across one's body, the pressure and burning will surely lop off whatever body part you wrapped the rope around. It is not instant death like touching a living unicorn would be, but there's a good reason that the Endarkened only torture unicorns through the proxy of Darkmages to avoid the risk of coming into contact with them, despite their love for personally inflicting pain. It also makes for a generally useful length of rope. You have a 60-foot-long length of rope. If you purchase this multiple times, you can merge together and separate the ropes in 60 foot increments.

The Black Chamber (-600 CP):

An attachment added to your Warehouse, the Black Chamber is dark with a thousand shades of black, and covered in the writings of the ancient Endarkened script. A spire of obsidian reaches up in the middle of the chamber, culminating in a sharp point. There are a hundred different ways to torture or kill someone on that spire. The simplest is simply to impale them, and the magic of the room will kill them as slowly or as quickly as you wish. The most agonizing way is to impale them, then hit the spire with a hammer; a clear, bell-like sound will resonate through the chamber, and they will die instantly, with matchless agony compressed into the space of a single moment—but doing so also forces you to experience the same pain. Any agony and death you perform in this chamber will provide you with three times as much magical energy as it normally would. Should you not have a method to harness power from death or pain... well, it's still useful for torture.

Light at the Heart of the Mountain (-600 CP):

An elegant and beautiful weapon from a thousand years ago, forged by Elves when their arts of weaponsmithing were at their peak. It served loyally in the Endarkened War, and was wielded by one of the Seven when those stalwart

heroes held the pass Val-el-Amion for two days against an entire Endarkened Army. They died, but their sacrifice gave the races of Light time to respond to the attack and avoid a debilitating strike into their homelands. Light at the Heart of the Mountain's quillions are shaped into the form of cresting waves, and the crossguard features mother-of-pearl that has been cut to perfectly look like actual pearls, and a brilliant gem set into the pommel. When you wield this weapon, all forces who serve under you in battle will benefit from a bonus to morale and to their physical abilities, letting them move faster, hit harder, and survive wounds that would otherwise kill them. It could push an ordinary soldier to the very limits of human potential, and has a proportionally great increase on those whose abilities are already above the rank-and-file soldier.

***Tarnkappa* (-600 CP):**

Also known as a cloak of invisibility, a *tarnkappa* does far more than simply render you unable to be seen. While wearing a *tarnkappa* you will be impossible to see, hear, or even smell—furthermore, this one has been enchanted with spells to allow you to see in the dark so long as the hood is over your head. Now, normally a *tarnkappa* will cease to function if used for evil purposes, but yours curiously doesn't have that feature.

Unicorn Horn (-600 CP):

You have an authentic unicorn horn, taken from the corpse of an already dead unicorn. Even so, many people would be very upset with you for defiling someone's corpse like that. It has the standard properties of unicorn horns; it purifies substances and cleanses toxins, banishes spells on touch, as well as brings instant death to demons or other entities that could be considered "pure evil". However, regardless of your own state of being, it will never be harmful to you, and you can wield it freely even if you were an Endarkened yourself. If you try to carve the horn into something like a knife or a goblet, you will receive a new fresh unicorn horn after a week. Whatever you reshaped the original horn into won't be protected by jump fiat anymore, but you can still keep both the object and the new horn(s).

Companions

If you don't want to go into the jump on your own, you can purchase some friends to come along with you on your jump here.

Boon Companions (-100 CP):

It would be a shame to enter a world about to be engulfed in war by your lonesome. Take this option, and you can either create a new companion, or import an existing companion into this world. Regardless of which you pick, they get one of each Origin, and have **600 CP** to spend for whatever they want, except for more companions. If they select the dragon race, they cannot begin as your Bondmate unless you also purchase Dragon Bondmate option. However, anyone they *do* Bond with may also be taken along with you as a “free” companion. Although each Boon Companion normally costs **100 CP**, you may purchase a full set of 8 for only **300 CP**.

Canon Recruitment (Free):

While we do have a number of original character companions for you, maybe you’d like to bring someone who already exists in this world along on your jumpchain? If you can convince someone to join you on your chain and they’re still alive after 10 years, then you can take them with you as a companion.

Dragon Bondmate (-600 CP):

You have a dragon as a companion who has already Bonded to you. In so doing, they have tied their life to yours; should you ever die, so too shall they. For this sacrifice, all spells cast from this world’s systems of magic are without any price; you only need to use some of your dragon’s infinite well of magical energy, and have no need to worry about providing energy of your own as a High Mage, Magedebt as a Wildmage (be it normal, Knight-Mage, or Elven Wildmage), or providing sacrifices as a Darkmage (although practitioners of the Art Khemetic still need to supply material resources). Be warned, however, that an infinite source of energy to draw upon does not mean your ability to *use* that energy is also infinite. Using magical power is tiring even if you’re pulling that power from your dragon, and you can only use so much of it at once, which limits both the scope of your magic and how often you can use it.

If you purchase this along with Boon Companion, you may either import a companion into a dragon body or create a new companion; either way, your dragon gains the stipend of points given to all Boon Companions.

Alelnethalion, the Elven Knight (-100 CP):

A warrior who was until recently a member of the Unicorn Knights, this scout is a proficient fighter by the standards of Elves, which places him head-and-soldiers above the military standard of other nations. Although used to riding Unicorns, he is properly trained by the House of Sword and Shield, and is more than proficient at riding proper warhorses as well... although he *is* used to the excellently trained and well-behaved Elven destriers. He is, in many respects, an archetypical Elf, but his experience in training for the army has taught him the importance of haste—a detail often lost on the long-lived species.

Marlina, the Centaur Wildmage (-100 CP):

Possessed of a sense of wanderlust that ill-matched the herding behavior of her fellow centaurs, it still surprised everyone when she was chosen by the Wild Magic as a Wildmage. Centaur Wildmages are rare, after all, and although Marlina was honored to have been chosen, she was more excited to have a legitimate reason to leave her village and go wandering. And now that she's found someone who can travel between worlds, the vistas she can see and the adventures she can have are opened up to a whole new level. She's a skilled archer, and adept at hit-and-run tactics... although the only opportunities she's had to practice such tactics have been on the occasional bandit.

Giorgio Jafferil, the Armethaliehan High Mage (-100 CP):

Giorgio was a talented student, and for years served as a devoted servant of the City, carrying on the vital tasks of maintaining and re-casting the countless spells that sustain the city in its present state. However, when he eventually came of sufficient rank that he learned about how people were kept from leaving the city—and most horribly, how those who tried to leave by sea were secretly and fatally poisoned by the wards—he couldn't bear to live in the City he loved. He snuck away, using the Art Magickal to hide his escape as he climbed over the walls and fled beyond the borders of Armethalieh. He's mostly lived as a hermit since, keeping himself occupied with the risky and time-consuming practice of trying to invent new spells. He doesn't have his books, but he was blessed with a photographic memory that allows him to remember everything he's ever read, so has little need for the physical copies.

Brumeen, the Lostlander Wildmage (-100 CP):

Like all Lostlanders, much of Brumeen's life has been shaped by the attempts to simply stay alive in a land that could well be considered the Endarkened's

playground. Frequent raids for new slaves or sacrifices are made on the locals, and occasional attacks by creatures of the Dark are something everyone has had to experience. A large part of how they can survive is in their Wildmages; because the need for them is so great, the Lost Lands have the greatest concentration of those talented in the Wild Magic. Ever since she came of age, Brumeen has served loyally as her village's Wildmage and saved her people countless times. However, her most recent Magedebt, from a spell powerful enough to rescue several people who had been captured by the demons, has bound her to your service for as long as you would have her. Fortunately for her worries for her village's safety, no sooner had she been "assigned" to you than another member of the village discovered the Three Books of their own.

Symara, the Knight-Mage of Nerendale (-200 CP):

Symara was just an ordinary village girl until she discovered the Three Books being sold in the marketplace—though for some reason everyone else thought they were books on history, even when she showed them the books directly. But when she realized they were Wild Magic, she knew she needed to leave—Nerendale might be the outermost town in service to Armethalieh, but it *was* loyal to the City, so being a Wild Mage was extremely dangerous. She got passage on a Mountain Trader caravan, and escaped to the Wild Lands, where she tried to settle down. But she was terrible at Wild Magic, until a chance encounter with a more knowledgeable Wildmage revealed what she was; a Knight-Mage. She then spent the next couple years of her life traveling the Wild Lands and the Lost Lands, studying under every talented warrior she could, and even traveling to the Out Islands to learn from the Selkan-Folk. She knows a great war is coming, but lacks the personal connections to be much more than a very talented soldier in it. Perhaps you could help with that? A Knight-Mage will be a talented commander simply from the knowledge the Wild Magic gives to them, so she could make a big difference in the upcoming conflict.

Madaral, the Endarkened Spy (-200 CP):

Madaral is actually a noble amongst the Endarkened kind, but she volunteered to serve as a spy because she simply could not abide the scheming of the court. Yes, the despair when someone's machinations failed and they were brought low was delightful, but the degree of caution needed to navigate the cutthroat politics of demons was something she couldn't bear to live under. Being a spy was much more honest, all you had to do was lie and betray people, and not nearly as much

worry about being betrayed in return. Madaral is deathly terrified of the possibility of being betrayed, and hopes that by joining you, she can at least work for someone who won't turn on her the moment there's an advantage in doing so. She'll even be loyal to you, if that's what it takes to avoid being betrayed in turn. Loyalty provided no such protection amongst the Endarkened, but maybe you'll be different?

Drawbacks

If the points provided are not enough—and when are they ever?—you can obtain more by taking drawbacks here. You may take as many drawbacks as you desire, but do ensure that you're actually able to survive taking them.

Inappropriate Elven Etiquette (+100 CP):

It may be observed that it is the Elven way to address matters by means most indirect. It is typical manners to begin conversations with a lengthy discussion upon trivial matters, such as the weather, tea, or gossip. It is only after such trivialities have been established that it is considered polite to—again, indirectly—address the matter for which you initiated the conversation. It is a shame that shorter-lived races cannot appreciate the intricacies of a truly polite society, but it is well-known that such races find the Elven mode of speech to be frustrating in the extreme, and that the Elven lack of haste in even important matters is a source of frustration to them.

And thus, as the shadow imitates the form of a dancer, is it that you imitate the etiquette of Elves. You will find yourself entirely incapable of approaching conversation in a direct manner, and although you are not necessarily so hidebound to the extremes of formality as the Elves of, say, Ysterialpoerin, you nonetheless adhere strictly to the standard protocol of Elven conversations in all but the most immediately dangerous of circumstances, or when conversing with those who, with lives as fleeting as the morning dew, cannot bear to waste their time listening to such pointless eloquence.

Unless you're talking to Elves, in which case you're rude as shit and always get straight to the point, no frivolities.

The Interconnectedness of All Things (+100 CP):

You have had a miserable life up until this point; if you're a drop-in, you will be provided memories of this awful life. Things never seem to work out for you, you have no close friends, your family is either dead or has rejected you. But all actions are connected, and all things have a purpose; in your case, each piece of suffering in your life has served to draw you into the upcoming war. No matter what you do from this point on, you will find yourself more and more embroiled in the conflict.

Kellen the Farmer (+100 CP):

Kellen, despite being the son of the Archmage, had no affinity for High Magic and was routinely mocked for it. You, on the other hand, don't have an affinity for *any* magic. You don't have a lot of magical energy, and you just aren't very good at spells. They work, but they usually have only part of the effect they're meant to. This also applies to out-of-jump magic.

The Markets of Armethalieh (+100 CP):

You now operate under the same ban against selling new goods as the shopkeepers of Armethalieh. If you want to sell something, you need to be certified to sell it by the local government (or what passes for government, at least). If even one thing is different in something you're selling—a different pattern, a different color, anything at all—then you need to have separate permission to sell that item. This will always require paperwork to be filled out.

Playmate (+100 CP):

Hey, maybe you could befriend Prince Sandalon! Because you're about the right age for that. If you were human, you'd be 5 years old, but your age is appropriately adjusted to account for your race. Fortunately, you will age like normal, but this will still leave you as a meager 15-year-old by the time the jump ends.

Spellbooks (+100 CP):

You have a peculiar failing; you are completely unable to use magic from memory. You need to have a spellbook open and in front of you in order to cast spells, and need to literally read the spell as you cast it. And you can't cast a spell from a simple copied page; it needs to actually be from a proper book about magic.

Teenage Attention Span (+100 CP):

You are easily bored, and will have a hard time staying concentrated on repetitive or less-than-interesting tasks. This will make learning or using High Magic an extreme challenge for you.

As the Wild Magic Wills (+200 CP):

Like how the Three Books of the Wild Magic tend to wind up in the hands of people who need them, your possessions have a tendency to disappear and show up right when somebody most needs them. These will never be truly powerful items, but stuff that's useful, helpful, and might save someone's life? Those are certainly going to disappear at some point. Because of the Wild Magic's benign goals, this will never do anything like put a weapon of mass destruction in someone's hands, but it is definitely going to inconvenience you at some point.

You may purchase this another time for this to affect ALL of your items, not only the minor stuff (well, everything but the WMDs). If it's a powerful weapon, it will only ever appear in the hands of those who would do good with them... well, would do good with their *current* mindset.

Because if you purchase this a 3rd time, then the Endarkened will take note of what is happening, and will seek to corrupt the people who wield your items. They will drive them towards cruelty and evil through subtle manipulations, and although they won't be able to win over everyone, they'll win over enough people—with enough powerful items—that it will guarantee an Endarkened victory unless you make a very big difference in the upcoming conflict. At the end of the jump, all of your items will be returned to you.

Shun That Which is Forbidden (+200 CP):

You must obey the laws of Armethalieh... or at least, those laws that prohibit forbidden magics—or in your case, any power that replicates effects such as forbidden magics. The known forbidden magics are thus; you cannot make use of Wild Magic, nor any form of magic which has consciousness or self-awareness; you may not bring back the dead, be it by returning them to life or making them undead; you may not create life; you may not practice alchemy or brew potions; you may not use area-of-effect antimagic.

To Be Jealous of Elves (+200 CP):

The Elves are just so... perfect. Everything they do is better than humanity could hope to accomplish. Everything about them is just so much better. Doesn't it just make you seethe with jealousy? Now, not only are you envious of the Elves for being what humanity isn't, but you also feel an intense jealous surge of emotion whenever anyone is better than you at anything.

To Befriend Unicorns (+200 CP):

For the duration of the jump, you need to remain unicorn-friendly. That is, you must remain chaste and celibate, engaging in neither sexual nor romantic activities. Feel love or lust all you like, but don't do anything about it until you leave. No, the Unicorn Knight perk won't help you here; drawbacks have priority over perks, remember?

Citizen of the City (+300 CP):

You are a citizen of Armethalieh, and for the remainder of the jump you will be entirely incapable of venturing beyond the city's walls. Or, should the walls fall, of going beyond the area they once marked.

Wrath of the Light (+300 CP):

As creatures of darkness, a good number of the servants of the Endarkened—although not the Endarkened themselves—are vulnerable to the light of the sun. You now share this weakness, even if you are of the Light yourself; the touch of sunlight will severely burn you, and only a few seconds of exposure across your body will be enough to kill you.

Excision (+400 CP):

Your ability to use magic has been removed from you, and more; you entirely lose access to your out-of-jump perks and powers, as well as all magic from this jump, and are reduced to your Body Mod.

Conclusion

So, your time in this world has come to an end. All your drawbacks are removed, and if you happen to be a non-human race, then that race becomes an alt-form. Now, you have a choice to make.

Return Home

Stay Here
Continue Jumping

Notes

This jump based on the books *The Outstretched Shadow*, *To Light a Candle*, and *When Darkness Falls*, all by Mercedes Lackey and James Mallory.

There's apparently also a jump for this series already, which I only found out after I had damn near finished this entire thing. I couldn't find the author of the jump to ask if I could make my own version, but I think mine is different enough to put up anyways.

Changelog:

- Version 1.0
 - Spelling and grammar corrections
 - Clarified that the OC companions are, in fact, OCs. Not everyone reads the books, so I should have made that clear
 - Added a Canon Recruitment option for picking up locals as companions
 - Clarified that Knight-Mages still had to pay Magedebt (and that Elven Wildmages would, but it's paid for by their dragon)
 - Renamed the "Talent" option to "Magic Talents", and provided an option for you to select multiple Talents at an increasing cost, but not if you take Mundane
 - Increased the price of Half-Breed
 - Restricted "To Walk Beneath the Sun" to only affect this jump, but let you pay more points to carry the effect over to future jumps
 - Let you merge Dragon Bondmate and Boon Companion
- Version 0.5
 - Created jump