

Dwarf Fortress

jumpchain v1.1 (Duplicate)

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In this universe and all others, there is only one constant. Armok, God of Blood, the supreme deity who forged the world on his anvil and delights in the carnage that unfolds as species come into conflict. As time passes and the world is slowly tamed, Armok's disgust drives him to inevitably destroy it and begin anew. There are lesser gods of pursuits such as beauty, wisdom, or even peace, but they are all mere afterthoughts. A species that does not prepare for war is only fodder for those that do.

The night is full of monsters just waiting for idiots to head out unprepared. Vast caverns that span the globe hold monsters of impossible biologies that could lay waste to a civilization with little effort should they ever escape. Aboveground, dragons, metal giants, and hordes of savages scourge clean the lands where they dwell. Necromancers raise armies of minions, and some areas of the world are so naturally corrupt that nothing which dies there stays dead.

You'll be spending ten years in a world of Armok's creation, where the line between hilarity and horror can't be seen beneath all of the viscera flying about. Don't worry about the destruction of the universe happening during your time here, unless you take a certain drawback...

Despite this dire introduction, the world isn't all blood and guts and guts and blood. Plenty of people live out their lives peacefully, with conflict happening elsewhere. There are crafts and professions to pursue, homes to build and families to raise. You're not obligated to head into the wilderness with a blade or wagon full of settlers.

But that would be boring.

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Take +1000cp to give yourself a shot at surviving here.
You may choose your age and sex for free.

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Location

If you are an Adventurer, you may begin in any settlement controlled by your species, or in the wilderness if you're feeling masochistic. Settlers and Leaders must start in their fortress.

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Races

Free - Dwarf

A short, sturdy creature fond of drink and industry. Dwarves are tough, stocky, and while water will keep them alive in the absence of alcohol they'll only drink it if the alternative is death. Well-known for their crafts of stone and metal, almost all dwarves live underground aided by their ability to see in complete darkness. Dwarves have a strict, law-abiding society.

Free - Elf

A medium-sized creature dedicated to the ruthless protection of nature. Seriously, they'll kill you for cutting down too many trees and then eat your corpse. Elves rarely develop any great skills or crafts of note, living isolated in tree cities and often hiring mercenaries to do the fighting for them. Elves are ageless and thus numerous, and rarely get along well with other races.

Free - Human

A medium-sized creature prone to great ambition. The world's most prolific traders, humans will deal with anyone they can tolerate. This only sometimes means elves. While a generally lawful and moral society, some human civilizations practice slavery.

+100cp - Kobold

A small, squat humanoid with large pointy ears and yellow glowing eyes. Kobolds are small, weak, fragile, happily steal anything they can, and speak a language that is completely unintelligible to all other species. Must take the 'unintelligible' drawback for no points.

Free - Goblin

A medium-sized humanoid driven to cruelty by its evil nature. Well known for their evil and sadism, goblins are often ruled by demons and are universally hostile to all other forms of life. Cowardly except when numbers favor them, most goblins are weak and ill-trained though a few exceptions of great skill exist as war leaders. Goblins do not age or require sustenance.

100cp - Animal person

Lumped together by being a mix of human and animal, their size is partway between human and the animal they are crossed with. They may also have features like wings, venom glands, claws, or the lower body of a snake or fish though they will always have functional arms and hands. Each variation forms their own tribes with wildly different values, some being hostile to all other species and enjoying torture for fun, while some are semi-civilized.

100cp - Third-party mod

If there's a species you wish to create or copy from another setting, this is the option to use. They can't have unusual powers or be physically stronger on average than the other common species in the world, but you're otherwise free to design them however you'd like.

600cp/1000cp - Megabeast

For 600cp, you may choose to be a semi-megabeast, such as a minotaur, giant, ettin, or cyclops. All are noted for their great size and enormous strength. For 1000cp, you can choose to be a Megabeast, Titan, or Forgotten Beast. Megabeasts include dragons, hydras, rocs, and bronze colossi. Titans and Forgotten Beasts are massive creatures that exist above and below the surface respectively. Their biology and attributes are entirely random, being anything from a giant fleshy humanoid that spins webs and sheds poisonous spores to a slug made of ice that spits fire and bleeds poisonous gas. You are encouraged to roll your attributes randomly, and both semi- and megabeasts all have great natural skill at using their strange body in combat.

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Background

Adventurer

You must be an utter lunatic to take up this life, considering what's out there. You'll strap on some weapons (and some armor if you're not a complete fool) and head out to seek fame, wealth, and a horrible death in some nameless hole in the ground at a monster's claws.

Settler

You've chosen the Armok-disapproved lifestyle of staying at home and trying to have a normal life in a world where entire biomes can be made of malicious meat or flocks of giant eagles snack on people like popcorn. Let's be honest, there's a good chance that one of these days a raiding party or giant monster is going to come screaming out of the wilderness and destroy all you know and love entirely at random. It may happen multiple times, even.

Leader

The unenviable position of those that try to keep a city functioning despite the insanity of this world. You'll be in charge of a little piece of civilization, for as long as it lasts. Monster attacks, sieges, super-strong adventurers getting smashed, elves setting tree quotas, city planning, diplomacy, warfare, idiots, idiots who outrank you... Remember, losing is fun!

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Perks

Undiscounted

100cp/Free for dwarf - Darkvision

Dwarves don't bother with torches as they simply don't need them. You can see in total darkness, though you'll see the world in shades of grey bereft of any color.

100cp/Free for elf - Animal friendship

For all their many, many, many failings, elves are good at one thing. Getting along with animals. Unless threatened or starving, mundane animals don't see you as food and will be very friendly to you. This will make taming and training them much easier.

100cp/Free for human - Caravanserai

Humans are the most prolific traders among the civilized species, sending caravans to any willing to trade peacefully. As long as you approach in good faith, people who wouldn't otherwise give you the time of day are more willing to deal with you. A little racism shouldn't mean a settlement has to starve, but this is only a foot in the door and not total acceptance.

100cp/Free for kobold - Born sneak

All kobolds are natural thieves and those that try to be anything else don't live for very long. You move quietly and have light fingers, the better to indulge your kleptomaniacal urges. A sharp eye for danger means traps and natural hazards rarely catch them, and all kobolds that survive to adulthood know how to make and disarm simple traps and pick most locks.

100cp/Free for goblin - Toady

Demons are most often found in control of goblin tribes, who happily serve. Now powerful creatures of all sorts will see you firstly as a potentially useful servant rather than a meal, so long as you do nothing to make them angry or suspicious.

100cp - Proficient

You may begin the jump with a solid level of ability in any three of the skills that are available in-game. This will allow you to find gainful employment and easily perform common tasks. This option includes combat skills, and skills such as mining and woodcutting will apply in combat.

100cp - Divine sphere

Many creatures are naturally aligned with certain concepts, knowing secrets regarding them or having powers related to them. A single purchase grants you two spheres, and you will enjoy a wide assortment of minor benefits related to them. Creatures that are also aligned with these concepts will be friendlier to you, and in any related situation or environment you will receive a small overall boost in performance. Any supernatural powers aligned with or used to advance these concepts will also receive a small boost. You may purchase this perk multiple times.

200cp - Beast tamer

You have the remarkable talent to tame and teach almost any kind of beast. As long as it's smarter than a bug and dumber than a human, you can eventually, somehow, get through to it and teach it to follow commands no matter what it is. This perk comes with a good level of skill in training animals to get you started, but get more experience before trying to tame a dragon.

300cp - Vampire

Cursed with undeath, vampires are ageless, blood-drinking creatures who are far stronger and faster than normal members of their species. They do not need sleep, food, or feel pain, but they do grow weaker and mentally disturbed if they go long periods of time without drinking blood. Usually drinking from the unconscious who do not wake in the process, careful vampires do not need to kill during feeding. Vampires are generally disliked but some rule civilizations openly and do not suffer for being in sunlight. Vampires are sterile, but can turn others into vampires by feeding them their blood. The undead are friendly towards them.

300cp - Necromancer

There came a point in your life when you became obsessed with the idea of your own mortality. Your fear led you to acquire a slab of obsidian carved with the secrets of life and death, which taught you what might be the only real magical power in this world available to mortals. You are now ageless, needing no food, drink, or sleep, and you do not feel fatigue but do retain your need to breathe. The dead walk at your command, in whole or in part. Raise a corpse as a zombie, or peel it first to have a walking skeleton and a flopping empty skin to smother your foes. Anything 'dead' including discarded shells can be raised, though such things can do very little on their own. With time and practice you can forcibly transform living creatures into undead slaves, and you can choose if they retain their intelligence and independence in the process. Creatures strongly aligned with the forces of death will recognize you as one of them and be neutral towards you when first meeting.

300/600cp - Werebeast

Cursed by a god or infected by another werebeast, you're now able to shift between your normal body and a hybrid of man and animal. Pick any ordinary animal, from the size of a rat to an elephant. Your hybrid shape will mass halfway between that animal and your original body. In either body you have a natural grasp of how to fight in unarmed combat, and depending on your choice of animal there may be trade-offs in strength and speed and you may possess natural weapons. All werebeasts resist injuries from normal weapons but have a severe weakness to one common metal, such as silver, iron, or copper, but they are completely healed of injuries and even regenerate lost limbs and organs in the course of transforming. Werebeasts do not feel pain or exertion, have no need for food, air, or sleep, and can shrug off most things that would stun or disorient normal creatures. All werebeasts must change on the nights of the full moon, but unlike others you retain full control of your mind. For 600cp you'll only change between your two forms when you want to, though doing so takes around ten seconds and during this time you are very vulnerable.

Adventurer

100cp - Join me!

Going out into the world solo is pretty much suicide. You need help, or at least cannon fodder. Now you've got a zing in your words that draws in people of similar goals. Not forever and there's no guarantee of loyalty, but if someone is going your way it's very easy to convince people to follow along without going through a big song and dance.

200cp - Sleep easy

It's a dangerous world and a traveler won't always have a safe place to sleep. You have a pretty heavy layer of plot armor that protects you when you bunk down for the night, with predators failing to catch your scent and trouble generally passing you by. If despite all of that you're ever in harm's way when asleep, you'll awaken immediately with a premonition to warn you of what's coming.

400cp - Stress tested

This is a horrible, horrible world and just leaving the house may allow someone to see things that will utterly break them. You are made of sterner stuff, and can handle things like traveling alone in dangerous environments for a long time, being trapped in a fortress with the population driven mad and slaughtering each other, or having to eat lunch without a proper table. Of course, should any of these things happen enough that the stress does start getting to you, all you need is some happy thoughts to balance things out. Have a good meal, sleep in a really nice bed, accomplish something important, and all those negative thoughts and burgeoning madness will just wash away. Even old mental scars will heal from enough happy thoughts.

600cp - Martial trance

Blood loss, infections, crippling injuries, something that's just too fast to escape and too powerful to fight...there's lots of ways for an adventurer to die in this world even before you get into magic and monsters. You survive through your utterly insane reflexes, which only sharpen further the greater the danger you're in. Not quite 'bullet time' (maybe 'arrow time' would be more accurate) but you're easily able to follow the quickest movements a mortal can pull off and react as needed. As the situation becomes more dangerous, as multiple threats appear or something singularly lethal approaches, your reflexes sharpen even further and you become faster and stronger in response. There are limits to this, and what you can accomplish depends greatly on your skills and base attributes. Never expect to be able to pin down a giant, but an already experienced warrior could calmly carve their way through the average swarm of goblins.

Settler

100cp - Immigrant song

You're moving in! To a real room with a bed and dresser, not a bare stone room with a floodgate on one side and a barred door covered in scratch marks on the other. When heading into a new town you get a firm sense of whether you'd be welcome or not, and how much. Once you're inside, something will quickly happen to clue you in why. Maybe you overhear how desperate the town is for someone with the skills you possess, or maybe you get insulted by a single bigot instead of being jumped by him and all of his friends in the middle of the night.

200cp - A dorf of many talents

To help find a place for yourself in a new fortress or wherever you end up, you pick up the basics of new skills very quickly. If you're the sort to travel often, don't worry. The effort spent on previous careers won't go to waste as the skills you've learned never go rusty from disuse.

400cp - Menaces with spikes of booze

You have the odd, almost magical ability to craft objects with materials that just shouldn't work. A sword made of silk? A statue made of water? A goblet made of magma? Must be a bug in the raws. It's still a pretty impressive trick and one that might come in handy somehow. I say 'might' because the materials you use don't gain any special durability or qualities in any way. A silk sword isn't very sharp or durable. The statue can evaporate and don't expect to get a drink out of that goblet. Still, whatever you make will always hold a shape until enough outside force is applied to break or scatter it but their properties won't change. An ice shield will stay cold forever and a magma goblet will always keep your drinks heated. Get creative and you might find some interesting uses for these impossible constructions.

600cp - Strange mood

At random times, perhaps once per year at most, you will feel a growing urge to pick up your tools and craft something. Allowing the mood to take you will see you put aside everything else for however much time is needed to create the object of your obsession. The object and the materials you use will be entirely random and the result will be a true masterwork, though not always functional. You'll either employ an existing skill or instead try your hand at a new one. In either case, successfully crafting something will vastly increase the skills related to the object created. Unlike the game, you can discard this urge if it would inconvenience you, won't try to use materials or tools you don't have, and failure or loss won't see you go mad from grief.

Leader

100cp - Check off

As a leader, you'll want to know if your orders are being followed. And with dwarves being...dwarves...there may be issues. Now you'll always know if a task you've given to a subordinate has been completed or not.

200cp - Ultimate record keeper

You know exactly how much of everything you have. Potatoes? Soldiers? Blood cells? Sure. This perk applies to everything that's 'yours' and counts theft or destruction as a loss, but not subversion unless you can monitor someone's integrity through other means. This power also keeps complete records, and can arrange them into easy-to-read spreadsheets on demand.

400cp - Ghost party

Sometimes a few dead dwarves start wandering around your fortress and disturbing the living.

Since there are no exorcists here and not many people want to sic a necromancer on dear departed Granny McUrist, you just throw the ghosts a party to calm them down. Your social skills can have an effect on things that don't normally feel emotion. You can get a zombie to laugh at a joke or calm down an angry ghost with a few kind words. There's no guarantee that they'll stop and listen, you'll need some incredible talent to make an ancient ghost heed your words or intimidate a bronze colossus into leaving your fortress alone.

600cp - Noble wrangling

There are a great many stupid people in positions of power, ranked higher than the ones who actually know what's going on. These idiots now subconsciously realize that you are necessary for their own survival and prosperity and will at least grudgingly give you very wide latitude in your duties and be very forgiving so long as you produce tangible results. As an aside, the less competent, useful, and well-liked someone in your organization is, the less others will care about their death. If someone gave bad directions and a hated noble ended up in the automatic magma-powered trash disposal chamber at the wrong time? It was a terrible accident, surely. Nothing to be done. Why try to place blame? Let's just all try to move on from this tragedy.

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Items

Adventurer

100cp - 1dog

A tough and loyal dog. Trained for both hunting and war, they will be an unfailingly reliable companion. If they're injured or killed, they'll be returned to you fully healed 24 hours later.

200cp - Masterwork weapon

A single weapon of the highest possible quality. You may choose what type of weapon it is along with the material. Golden hammer, obsidian short sword, it can even be made of adamantine if you want. Whatever you choose, it will be far more durable than normal and returned to you in full repair 24 hours after being lost or damaged. You may import an existing weapon into this option to merge the two.

400cp - Foolish followers

These three generic people aren't the sharpest tools in the shed. They're armed with junk, they've got no common sense, they're fearless and happy to take the lead, and they're going to get killed very quickly. That last bit is to your benefit, as they have the bad (good for you) luck of stumbling into traps and ambushes. When a monster crawls out of hiding or an arrow flies out from the dark, more often than not it's aimed at one of them. They'll hold the line, hold the door against the horde, full of the foolishness of youth and eager to be the hero. When any die, new foolish heroes will stumble across your path and join your adventures in a week's time.

600cp - Obsidian slab

If you've ever wanted to imitate a group of ancient aliens, now's your chance. Each jump you receive a massive slab of black stone carved with impossible mathematical precision. Upon this slab you can impress powers and general knowledge that will be imparted upon any beings that study the slab. While the slab cannot bestow benefactor-backed perks, it could give someone the gift of magic, psionics, qi, or any other power you possess along with as much or as little supplementary information you desire. The slab can also transform readers into any species you have an alt-form of, in case you wanted to proliferate dwarfs throughout the multiverse.

Settler

100cp - 2cat

While too small to hunt anything but rats, this breed of cats are very fast breeders and produce surprisingly good meat, bones and pelts if sent to the kitchens. A mental toggle allows you to turn off the fertility of your cats and all of their descendants if the population threatens to go out of control. Get a fresh pair if lost or butchered after 24 hours.

200cp - Royal bedroom

This is a room fit for a king. The furnishings are of the finest quality, there's a supply of fine if mundane clothing for your use, the walls are engraved and the subjects depicted can be switched out as desired. As a home aboveground or a chamber beneath, hostile creatures and thieves tend to gloss over its presence, but don't expect it to protect you during a full siege.

400cp - Workshop

This workshop will produce tools and fixtures of a variety enough to handle almost any kind of craft. It's a little cramped, so don't expect to fit more than one or maybe two workers in here, or build anything that can't fit through an average doorway. There's also a furnace with a bit of magic in it, just dump some rocks in and they'll melt into delicious magma for your use.

600cp - Adamantine spool

Refined from raw ore, adamantine thread is fine enough to be woven as cloth or bundled together and smelted into wafers for making larger objects. You have a barrel-sized spool of thread, enough to weave several outfits or kit out a single dwarf with a full set of plate armor. The spool takes about six months to refill. If you find raw adamantine, you can feed it directly to the spool to extract the metal without the tedium of extracting new strands.

Leader

100cp - Hip flask

Because you'll probably need the help to get through the day, this flask keeps a drought of alcohol at the ready. It can produce any kind of mundane alcoholic beverage you've ever tasted, at just the right temperature. The flask refills over time, and is invisible to thieves.

200cp - Masterwork office furniture

As befitting your station your office is furnished with the swankiest of furniture. Incredibly comfy and ergonomic, it'll make work much easier and make a big impression on visitors. This item also includes resupplies of office materials like ink and paper.

400cp - Sundries

Once per month, you may write down a list of supplies you need and have a wagon deliver them to you from the mountainhome a few days later. You may only ask for supplies that are normal to the Dwarf Fortress embarkation list, and there's limits on the value and weight of what you can requisition. A few bars of common metals, some cloth, seeds, food and a dozen casks of booze, that's a shipment you can reliably get.

600cp - Cage trap

This cage trap is very special. It can catch and contain absolutely anything. Man, beast, god, if you could get Armok into it, even he couldn't smash his way out. The catch being that this is a trap, not a net or a bludgeon. You have to attach it to a mechanism like a lever or pressure plate, and let whatever you want captured walk under the cage and get caught. Trying to dunk the cage over someone's head or throwing them inside won't work. Once inside, they're caught forever, not aging, not needing food, air, etc. You only get one, and will only get a new cage if you leave the old one behind when you leave the jump.

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Warehouse attachments

200cp - Trading depot

Attached to your warehouse or placed into the world, every few months the depot will attract a trading caravan that carries goods from past jumps. The selection is random and you do have to pay or trade for the goods somehow. You can make requests from the merchant for more of a category of goods, like cloth, metals, or weapons, to be represented in the next caravan.

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Companions

Free - Heigh-ho

It's a ridiculously dangerous world, and there's no excuse not to bring friends. You may create or import up to eight companions for free. They can be any of the non-megabeast races, have a background and get 300cp to spend, with all the costs, freebies and drawbacks of that choice.

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Drawbacks

You may gain a maximum of +1000cp from drawbacks.

Mandatory - Don't be boring

A problem you're unlike to run into, but one that experienced jumpers may need to be wary of. Armok is kept pleased by a certain level of carnage within his worlds, and destroys it when it becomes boring. While you're free to explore, slaughter, and build, trying to uplift this world, create wide-scale peace, or just homogenize it to too much of a degree will cause Armok to reforge it on his anvil, a process you will not survive.

+100cp - Unintelligible

Like the kobolds, it is impossible for you to meaningfully communicate with anyone that is not a member of your race. At best, you can use gestures and body language to get your point across. There's no way around this.

+100cp - Cave adapted

The sun is not your friend. Sunlight makes you nauseous and being on the surface makes you feel like you're going to fall into the sky. Expect to vomit a lot when aboveground. You may alternately choose to have a similar reaction when going underground instead.

+100cp - Explosive cats

It seems Armok tweaked the temperature values the wrong way when he was making this world. Cats run noticeably hot, and explode like a stick of TNT when struck or startled. No one finds this odd, or stops them from adopting cats. And there will always be cats, no matter what. This includes larger predatory cats, which explode with greater force.

+200cp - Migrant troubles

It seems that lots of people are eager to move into your fortress. Personally unpleasant, dumb, poor, lacking in education and motivation. In another time and place, this would be horribly offensive. But this is Dwarf Fortress, so find a use for disposable bodies. Just don't let anyone learn why your fortress population has such a high turnover rate, else consequences ensue.

+200cp - Elf quota

Being extremely bored, the elves have decided to set certain quotas for you. Monsters slain? Wealth collected? Distance traveled? There will be at least one quota placed on you at a time, possibly more, and they'll change every few months. You'll sometimes find yourself wandering into situations where it's very hard not to go over your quota, and doing so will result in a group of halfway competent elves being sent out to kill you.

+200cp - I see a sock!

Good! You have a sixth sense for when unclaimed wealth is nearby. Bad! You get slightly stupid when nearby loot is up for grabs. In battle, in hostile conditions, in storms and darkness, you tend to make a beeline for treasure and pay much less attention to your surroundings.

There is a sock out there, and damn the goblin siege. You. Will. Get. That. Sock.

+300cp - Indestructible Noble

Somewhere in the world, or even in your own fortress, is an obnoxious noble who has it out for you and just won't die. Drown him, bury him, turn him into an obsidian statue, it won't take. Sooner or later, he'll come back, and it seems like he has nothing better in his life than making yours miserable. He has basically unlimited wealth and influence within his race at his disposal, and he'll use it to harass you, chase you, command and lord over you.

+300cp - You are all horrible people

This world isn't just savage-gory. Now it's grimderp-gory. You'll run into lots of unpleasant things here. Mermaid farms, dwarven fortresses that take cues from the Aztecs, migrant drowning chambers, torture-obsessed goblins, twisted vampires and creative necromancers... It'll wear on your sanity, but Armok doesn't mind if you kill them all. There'll always be more.

+300cp - Armok is watching

When you arrived, Armok noticed. You're something new and different, so he's going to pay a lot of attention to you specifically. And what he wants to see is mayhem. Adventurer or homebody, he doesn't care, just as long as there's blood. If things get too boring around you, he'll spice things up by directing monsters or sieges your way. He'll drive people insane and start wars. If you try to make things too safe and easy, he's not going to bother to personally tear down all your walls and traps and kick you out into the wilderness to fight for your life. He'll just set the world back on his anvil, and your chain will end.

+600cp - Adamant spire

It's an incredible sight. A giant spire of adamantine, rising from the earth high into the sky. It's the kind of thing that makes dwarves stop and stare, maybe to the point of starving to death because they can't tear their eyes away. Eventually, the dwarves in the area will get over it, and start mining the spire out. There's a tremendous amount of wealth here for the taking, and the fortress built to help the process will quickly become the focus of dwarven civilization. Except the sheer pace of mining will mean that they'll dig through the magma layer and unleash a massive horde of demons after five years, enough to slaughter everyone and everything in the world. Of course, nothing prevents you from killing all the demons. Just saying.

+600cp - Berserk SuperDwarf

You don't know where he came from. You don't know his name. All you know is that he has no pity, no remorse, and he will never, ever stop. This dwarf might well be the strongest thing in the world. Megabeasts might give him a workout, but otherwise he'll topple civilizations and slaughter everyone that crosses his path without slowing. He doesn't seem to sleep, or eat, or discriminate. He just kills, screaming across the landscape at the speed of a crossbow bolt and slaying just as quickly. You have a year before he finds and fixates upon you.

+600cp - The age of legends

Still hot from its time on Armok's anvil, this world was finished quickly. The entire world is one massive savage biome, filled with oversized animals, dinosaurs, monsters of all kinds, and megabeasts are just everywhere. You can't go for a walk in the caverns below without tripping over a forgotten beast. The weather is chaotic, earthquakes, storms and tidal waves are common and volcanoes erupt constantly. The few humanoids that exist huddle in the few safe zones which aren't really all that safe. Find a place to make your stand, and fight for your life.

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Scenario

STRIKE THE EARTH!

What is more Dwarf-y than building a fortress? Nothing! But even living in one can be pretty exciting, and reclaiming a lost fortress can be a worthy quest as well. Despite the implication, you're free to take this scenario with any other race, even megabeasts. Don't think that will make things easy for you. Assuming you can somehow wrangle the rest of your kind into being organized and productive, ever see what happens when dragons go into a tantrum spiral?

During your time here, you'll be doing one of those three things. For that, you'll need a fortress and here is where you'll build it. Of course, this is Dwarf Fortress we're talking about. You may not spend CP from your initial allotment here. You'll buy features using Fortress Points that can only be gained from builder-specific drawbacks that will make your time here a little more !!FUN!! I suppose this could apply to any other race, if you really wanted...

By taking this scenario, you get to take the fortress and the inhabitants with you to future jumps.

There's just one...two...tiny little catches. Firstly, taking this scenario turns the jump into a gauntlet. Ocp to start with, death doesn't end your chain, no limit on cp gained from drawbacks, the whole deal. Secondly, the fortress must be intact and host to a healthy population of mostly-sane people when the jump ends. If it's in flames and hosting only the mad and the dead when your ten years are up, it counts as a failure.

If you win the scenario, you'll get a 50km cube of landmass to take with you. It will include your fortress along with everyone and everything inside. It may be inserted into a world or remain connected to the Cosmic Warehouse. This will include the three cavern layers, but not reach to the magma layer and everything below that. The cavern layers will not connect to anything, and you may exclude any hostile creatures in the area when it is time to leave. Your populace counts as followers. They can have children as normal, but lost or dead individuals are not replenished - whether or not your fortress survives will continue to be up to you.

Fortress builder

You begin with 0 fortress points.

Fortress Status

200fp - Built (Required for Settler)

The fortress has already been built up to a self-sufficient degree, and you are just one of the people living in it. Beyond just getting by, you have no real obligations other than 'don't die.'

0fp - Planned (Required for Leader)

As the leader of an expedition, you must set out with your companions and establish a new settlement for your race. Your position of authority is secure, but this means that you are entirely responsible for every aspect of your fortress' construction and day-to-day functioning.

+200fp - In ruins (Required for Adventurer)

A fortress belonging to your people was conquered and occupied. You must take it back. Slaughter the invaders and reclaim the site. You have five years to accomplish this. After that, you'll have another five years to get it back into shape. While fending off constant attacks from the original conquerors who really want you gone and the fortress occupied or razed.

Biome

100fp - Good

A peaceful area, full of less aggressive sorts of animals (except the dreaded unicorn) and sickeningly sweet versions of common plants.

0fp - Neutral

A baseline not unlike the real world. There are predators and large herds of prey animals that might be dangerous if spooked.

+100fp - Evil

Dangerous by nature, the creatures that live here are violent and aggressive. Weather is often dangerous, causing sickness and infesting the land to the point that plants will not grow aboveground and anything that dies under the open sky will rise as one of the undead.

100fp - Bountiful

This area teems with life and finding food will almost never be a concern. Edible plants and animals of all sorts are in abundance.

+100 - Lifeless

Deserts and wastelands hold little to survive with. Trees and plants are few, and there will only be a few hardy animals that will quickly vanish if overhunted.

+100fp - Savage

Something about this land is primeval, causing common animals to grow to giant sizes. Hunting will be an extremely dangerous if lucrative affair, and taming the animals an impressive feat.

+100fp - Extreme climate

You'll have the choice to die hot or die cold. Different choices have different dangers and mixed blessings. A tropical jungle is rife with food and disease in equal measure, and few traders or invaders will want to cross an ice sheet or scorching wasteland to find your fortress.

Geology

While some of these things may exist at your fortress location without being purchased, spending fortress points here ensures they work problem-free and slowly replenish material lost from harvesting or mining.

100fp - River

A source of pure water, an essential element for supporting life. This can be on the surface or underground, and will offer a great many benefits to your fortress.

200fp - Volcano

A tight shaft that rises from the core of the world to leak magma onto the surface. It has plenty of small branches that will make it easy to harness magma for industry. Guaranteed to never erupt, die out, or suffer geological instability unless you actively encourage it to do so.

0fp - Chasm

A long rift or sharp hole like a wound in the world that goes from the surface almost to the magma layer. It costs nothing, for while it makes exploration and mining very easy it also allows for dangers to make an easy trek out of the cavern layers and into your territory.

100fp - Soil layers

There's a vast amount of dirt, clay, and sand here. They can be in separate sections across the surface or stacked in layers. Perfect for farming and industry.

100fp - Industrial metals

Your location holds a large amount of useful ores. Iron, copper, tin and more, there's more than enough to outfit a small army with proper metal weapons. This includes veins of lignite, bituminous coal and chalk to power your smelters and steel production.

100fp - Precious minerals

You had the fortune to settle at a location stuffed with valuable metals and gems. Veins of gold, silver and platinum wrap around pockets of gems, from the semi-precious to the rare and valuable if you go looking. This option also includes ornamental stones like marble.

+200fp - Aquifer

A water-saturated layer of rock just under the ground that will make digging very difficult. While it will provide fresh water, it will make collecting stone and ore very difficult and flooding will be a constant problem for underground development. If you try to be clever and build entirely aboveground, you'll find the weather growing fierce enough to make living up top very difficult.

Fortress features

While these things can exist without being purchased, taking these options causes them to both slowly self-repair and appear where appropriate with no effort on your part.

100fp - Fortifications

The very first thing you did when you arrived was to build up your defenses. A sturdy stone wall with parapets and spaces for archers and siege engines surrounds your settlement, with a thick gate and a drawbridge over a dry moat. Any time you build something outside, farm plots, animal pens, trade depots, etc, similar protection will quickly spring up to enclose them safely.

100fp - Danger room

Something only a dwarf could think up, this large room is filled with non-lethal traps designed to make combat training a far more exciting affair. The traps are guaranteed to not cause permanent injuries to those training here, but they'll still hurt like hell.

100fp - Crypt

While you may well build a crypt for the departed, this purchase offers two simple benefits. Firstly the crypt expands into its own pocket realm endlessly, allowing for everyone that ever dies within your fortress to have a space to rest. Secondly the crypt is protected from necromancers and corruption. The corpses and the souls that once dwelled within cannot be raised, corrupted, summoned or otherwise tampered with without your permission.

Tasks

Objectives you must accomplish. If you fail to do so, it will count as a jump failure.

+300fp - Megaproject

You must complete a suitably grandiose megaproject. This could be anything from a magma projector overlooking your front gate to a giant statue constructed with the greatest of craftsmanship and appropriate stone and metals to display your fortress' wealth.

+300fp - War

There is no question - you are at war with a nearby civilization, and there's only one solution. Break them. You don't have to kill every single member of the species, or even destroy their entire civilization, but they must cease to be a military threat. If they will not surrender, then you must force them to flee for the horizon by razing to the ground every holding of theirs that might be used as a mustering point against your people.

+300fp - Mountainhome

It is not enough to make a fortress. You must make THE fortress. By the end of ten years time, your settlement must be so completely beyond every other settlement of your civilization in populace, efficiency, wealth and power that the rulers of your species decide to make it the new capital of the empire. In the event that the highest ruler of your people dies for other reasons, you must somehow compel the other settlements to recognize you or a candidate you put forward as the new monarch.

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THE END

Do you wish to **go home**, **stay here** (HA!), or **move on**?

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CHANGELOG v1.1

Tweaked 'menaces with spikes of booze'