

Quest for Glory 2: Trial by Fire & Quest for Glory 3: The Wages of War

a jumpchain by acheld, v2.5.2 2023-11-7.

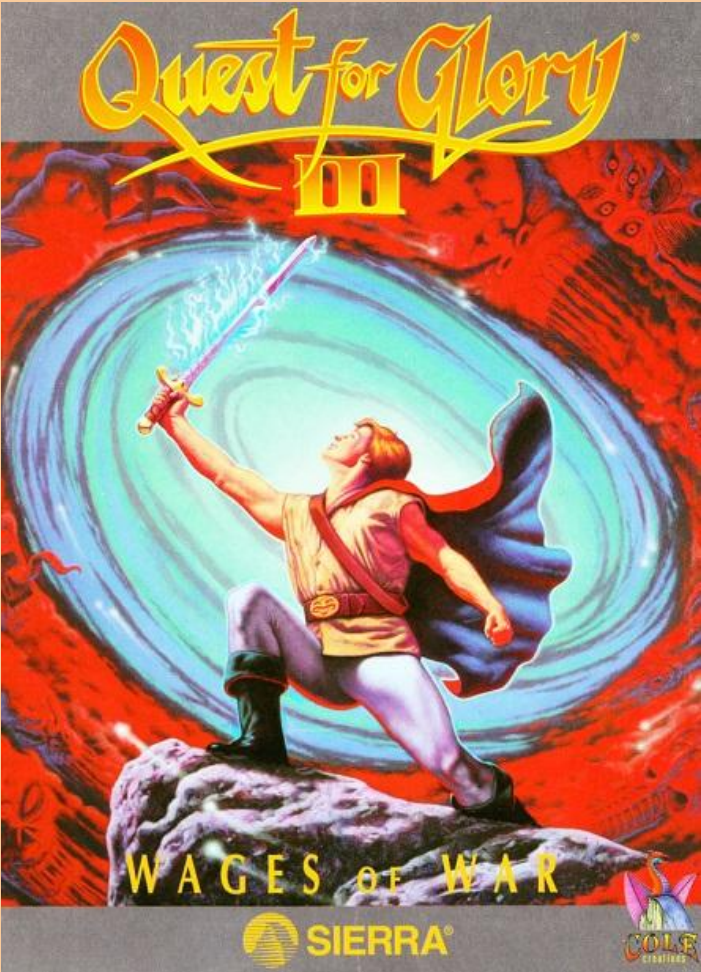


Welcome to the world of Gloriana! Or, perhaps, is it welcome back? No matter.

Gloriana is a place of great ventures, variety, villains and valor! Mystery, magic, majesty and monsters await! Not to mention puns.

Your journey here begins in the Sultanate of Shapeir, a land straight out of Arabian tales. A great trade city built around a magical fountain, the sultanate includes the city of Shapeir, the sister city of Raseir, and the valley between. While the cities are maintained by their fountains and by trade, the valley they lay in is a harsh landscape of sand, heat and monsters.

Here is the homeland of the Katta. Here is the home of Aziza, the powerful enchantress. Here is where elemental djinn roam. The enlightened Harun Al-Rashid rules here, and Katta and Human live in peace and harmony. However, not all is as peaceful as it seems, and the dark wizard Ad Avis seeks power in order to rule all that he surveys.



Perhaps when you are done with your time in Shapeir, you will travel to the land of Fricana? The great city Tarna lies at the edge of Savannah and jungle, and the boundaries of civilization and wilderness blur. The city is ruled by the Lionataur, but inhabited by humans as well, and tensions run high. The savannah and jungle are host to a cornucopia of strange beasts and beings, magical pools and leaking darkness.

The Simbani tribe, a nomadic warrior culture, is prepared to do war with the shapeshifting Leopardmen; each has stolen a sacred artifact from the other. Unbeknownst to all, there are dark stirrings in the Lost City, hidden deep in the jungle. A demon, once driven back by Rasha Rakeesh SahTarna, has awoken and stirs the fires of war for its own ends. He seeks nothing less than to open the very gates of hell...

Continuity

If you have not visited the Quest for Glory 1 jump, then as a special provision of *this* jump you can choose to be shunted to *that* jump immediately instead of continuing. Otherwise, you must choose **Fresh Start** below. Due to the carry over of perk trees it is not advised to do these jumps in “reverse” order.

The Quest for Glory 1 jump has special provisions for leaving that jump early and coming directly to this one. If you did so, you must choose **Import Character** below. You may either have a new ten years, or ten years plus whatever time was left over from that jump.

If you have been to Quest for Glory 1, but did not leave it early, you may choose either option.

Fresh Start: Treat this as a new continuity. Freely select any background, and begin in a world where Devon Aidendale (the canon protagonist) completed the events of Quest for Glory 1. You begin in the city of Shapeir. In this case, you have the normal ten year timer.

Import Character: Treat this as a continuation of your story that began in Quest for Glory 1. You can change your background if you wish (which represents a change in focus, and is true to the setting and game). Your race remains the same as in the previous jump at no cost, and your age, gender, etc, all carry over. You *may* choose to purchase additional races as alt-forms. See the previous jump for how/which drawbacks carry over.

Perk Continuity

If you have previously visited the Quest for Glory 1: So You Want To Be A Hero? jump, then you may notice that all the perks from that jump are here as well, with some **new ones** as well. If you purchased a perk in Quest for Glory 1 then you are considered to already have it here, whether you went with Import Character or not. For instance, if you have Magnificent Might ranks 1 & 2 from the previous jump, you can immediately purchase Magnificent Might 3 from this jump. If you did not, then you must purchase Magnificent Might 1 & 2 here first.

Starting CP & Background Bonus

First, you have **1000 CP** to start. Second, in this jump, you have a choice as to how your Background benefits you. Pick one of these two options.

- Default: All perks, and ranks of perks, are half price. In addition:
 - If this is the first time you’ve chosen your background in a Quest for Glory jump, three of the 100 CP perks/ranks available are free.
 - If you have chosen this background in a previous Quest for Glory jump, instead have an additional +300 CP.
- Stipend: You receive +900 CP that must be spent on perks associated with your Background, with no discounts or free perks. If you have chosen this background in a previous Quest for Glory jump, gain +300 CP.

Canonically, the protagonist can play a single class ‘straight’, or they can mix abilities of different classes, hence this choice. If you are doing mostly a “pure class” build, the default option is likely to be superior.

Background

Pick any one of the below backgrounds for free. For fresh starts, age is chosen freely from a range, and sex/gender is freely chosen. Any of the backgrounds below *can* be made drop-in with no additional memories, but Protagonist *must* be drop-in.

<div>Fighter</div> <div></div>	<p>The most popular of the adventurer vocations. The fighter views the world as an opportunity to test his strength and courage against the universe. A fighter is one who, when faced with a foe, takes arms against a sea of troubles, and by opposing, ends them. He is the artist whose body is his palette. Exercise is his daily bread. The fighter relishes every battle with any foe, for though he is beaten and blackened and bruised beyond all recognition, he knows that he is the better for it all.</p> <p>If this is a Fresh Start, then after graduating from the Famous Adventurer’s Correspondence Course, you have spent a few years proving your worth against bandits and other foes, engaging in minor adventures here and there. You now find yourself in the land of Shapeir, with an invitation to apply to join the Eternal Order of Fighters headquartered there, and a desire to meet the famed liontaur warrior, Rakeesh.</p> <div>Fresh Start Age: Pick 19-27</div>
<div>Magic User</div> <div></div>	<p>Master of mystery, propounder of power, intimate of intuition, the magic user is the intellectual among adventurers. He must master his mind to mold the mysteries of the ages. Through the use and control of the magical spell, he can selectively alter the fabric of the universe and create things out of whole cloth. Spells are usually learned by reading specially created scrolls that brand the spells upon the brain.</p> <p>If this is a Fresh Start, you have been a traveling wizard for some years. You spent some time in the valley of Spielberg, where you made the (odd) acquaintance of the wizard Erasmus. While it was trying, he did end up teaching you a trick or two. In his mysterious and (just a bit mad) way, he recommended that you consider making Shapeir the next stop in your education, with a letter of recommendation to one “Aziza - Enchantress”.</p> <div>Fresh Start Age: Pick 21-37</div>
<div>Thief</div> <div></div>	<p>Sultan of Stealth, Chief of Chicanery, Potentate of Plunder, the Thief is the master of many skills. From subterfuge to housebreaking, Thieves live by their wits. Since the Thief cannot fight as effectively as the Fighter, or cast spells as the Magic User, he seems to be the weakest of adventurers. However, he is also the most powerful of adventurers, for he can get away with murder.</p> <p>If this is a Fresh Start, then you spent some time in Speilburg, freeing the locals of some of the burden of wealth that followed the actions of Devon Aidendale. The valley had become quite prosperous, actually, since he’d broken the apparent curse. You supposed that was good enough, especially since it meant you were all the richer. Still, things had been getting a bit hot, so you decided it was time to head to greener pastures. Or, at least richer ones.</p> <div>Fresh Start Age: Pick 19-32</div>
<div>Protagonist</div> <div></div>	<p>The Protagonist is a hero not precisely of this world, but rather of the meta-narrative that surrounds it, prodding at what holds the story together. His abilities are some common to all three hero types, and some common only to heroes that could have been.</p> <p>No memories of this world, nothing to aid you, but nothing to hold you back.</p> <p>If this is a Fresh Start, then you come to awareness on a saurus caravan arriving at the main gates of Shapeir. Your trip was already paid for, but what you do now is up to you.</p> <div>Fresh Start Age: Pick 18+</div>

Race

Gloriana has a wide variety of fantastical races. Whatever you pick becomes an alt-form for future jumps. Alternatively, you can combine the inherent benefits of the form with another morphologically similar form that you have. You may purchase more than one if you want additional alt-forms. You receive **+50 CP** to be spent on your choices. If you chose **Import Character**, you do not need to “re-buy” your race.

- Human** (50 CP) - Humans are the most widespread intelligent species. The majority of kingdoms and nations are human dominant.
- Centaur** (50 CP) - Your classic centaur, these creatures can be found in most areas of Gloriana. Naturally stronger than a human, they also have better endurance and excellent senses. On the negative side, they are easier to hit, poor at dodging, and have a hard time fitting into human-built places.
- Katta** (50 CP) - A cat humanoid. Katta do well in heat, and poorly in the cold. They are somewhat smaller and have lower strength and endurance than a human. On the plus side, they are much more agile and quick than humans. The distant land of Shapeir is the homeland of the Katta, though they can be found in small numbers throughout Gloriana.
- Gnome** (100 CP) - About three feet in height, gnomes are infamous for their sense of “humor”. +100 CP that must be spent on Pun Pacification.
- Liontaur** (100 CP) - Like a centaur, except the head is that of a lion and the torso is covered in fur as well. Stronger even than the centaur, the Liontaur are famed warriors. The far land of Tarna is the homeland of the Liontaur; you are unlikely to encounter any here, though you will if you continue to future Quest for Glory jumps. For you, the Stunning Swordsmanship perk is equally effective for both swords and spears.
- Half-Faery Folk** (300 CP) - Those of half-faery blood are rare, but have been some of the greatest wizards in history. Your magic in this form is 20-25% more powerful due to the influence of your blood, and you start knowing two spells on top of what you otherwise would. Your life expectancy is three hundred years, not that that is going to matter to you. You receive +100 CP for the Magic User section.
- Frost Giant** (300 CP) - You are a powerful Frost Giant, standing ten feet tall. Your blue skin is as tough as leather, and highly resistant to magic. You have some inherent mastery of the magics of cold and ice. Frost Giants are reclusive and rare; you are unlikely to meet any here.
- Triton** (100 CP) - Half-man, half-fish, the tritons were created by the ancient wizards of Atlantis in a last-ditch effort to save their people from destruction. This particular variety of merfolk cannot breathe air, so you’ll probably have to use your base human form, or another, to interact with most of the game’s characters and events. On the plus side, you’re perfectly at home in the water in this form, graceful and swift. If you have an ability that lets you breathe water, then in your Triton form you can breathe air using that same ability.

Fighter Perks

Armored Aptitude - (100 CP)

You have extensive training in the use of armor and a shield; the weight of armor still slows you down, but you’re as agile in it as it is possible to be. Chainmail on you is as leather armor on another, and leather you barely notice at all. You bring your shield to bear with well-trained reflexes.

Diligent Disciple - (100 CP)

You may be a martial prodigy, but there is still so much to learn. Your enthusiasm for the craft, and your dedication, shines through. Masters of physical combat of all kinds will be far more willing to share their skill and give you lessons (often for free) than they otherwise would, and you learn up to twice as fast when being directly taught by a master of their craft.

Eternal Order of Fighters (EOF) - (100 CP)

You have earned a place in Gloriana’s Eternal Order of Fighters. With this perk, no matter where you go, people will appreciate the significance of that. If you say that you are a member, not only will they believe you, they will recognize that this means you are a competent and seasoned warrior.

Stunning Swordsmanship - (3 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3)

You know your way around a weapon. Thrust, slash, parry, *kill*. This aids with any melee weapon, but is most effective for swords (a hero’s weapon!).

- With one rank you are adept with any well made melee weapon, as much so as a reasonably skilled medieval mercenary, soldier or knight. You will not find difficulty fighting most monsters around Spielberg, though some of the more fearsome ones could still be a serious threat.
- With two ranks your skill itself is on par with the winners of some tournaments; this skill is the equivalent of one who has spent decades practicing combined with natural ability. Those you’ll encounter here in the same swordsmanship league as you can be counted on one hand, and while some wandering monsters could still give you trouble, there isn’t one that could best you one-on-one if you were at 100%.
- [With three ranks](#), your skill is reaching the limit of what a human could normally achieve. There is no fully mortal warrior here who could exceed you in swordsmanship, but some may still be your equal. All but the greatest monsters in Gloriana can be dispatched by your blade alone.

Magnificent Might - (3 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3)

Mighty indeed! Each rank increases the amount of physical force you are able to impart with your blows, what you can lift, and who you can break.

- With one rank you are able to lift your own body weight off the ground without trouble. You can give great force to your blows, making them far more damaging than from the average person.
- With two ranks you are *remarkably* strong, able to lift twice your bodyweight easily, and give your blows a force to them far beyond your well-built appearance. With a sharp enough sword, slicing through bodies is not beyond you.
- [With three ranks](#), your strength barely seems mortal. You can lift four times your bodyweight easily, and with a sharp enough blade, bisect enemies as you plow through a battle.

Vivacious Vitality - (3 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3)

You are hale & hearty. Each rank increases the physical damage you are able to take, improves your general health, and boosts your stamina.

- With one rank you are in great physical condition. Wounds heal, and your breath recovers, at twice the normal rate. You are rarely ill.
- With two ranks you can replace a week of bedrest for a wound with a single, good night’s sleep, and you will never suffer from everyday disease or infection (you are still vulnerable to magical, or exotic diseases). No matter how far you’ve just run, ten seconds of rest will see you fighting fit.
- [With three ranks](#), a night’s sleep is as good as a month recovering, and your cuts can be seen closing, if you watch very closely. You can hold your breath for minutes at a time easily, and never have to catch your breath for more than a moment. You are immune to all but the most ridiculous, setting-defining diseases, and even those you are resistant to.

Marvelous Maintenance - (400 CP)

For whatever reason, your sword, your armor, your shield? They seem to take care of themselves. Dents repair themselves overnight, and your weapons do not dull with use. No need to ever clean your gun again. This will not allow your gear to recover from dramatic breaks or damage (such as if your sword is split in two, or your armor rendered asunder), nor does it recover spent ammo or energy for weapons. The perk works on non-medieval gear as well, but not on large machinery that cannot be easily carried on one’s person. Power armor, yes, provided you are wearing it. Spaceship, no.

Fancy Footwork - (500 CP)

You are an unparalleled master of fighting on the move. Keeping your feet in motion, rather than making it harder to focus on your blade or bow, actually makes it *easier*. In fact, the more you move, the better your aim and the truer your strikes. You are perfectly aware of the placement of your feet and everything around them without even looking, and it is impossible for you to lose your footing in any circumstance. Movement, too, improves your defense more than it otherwise would; you can literally *dance* in between the blades and arrows of your enemies in a way that cannot be anything but supernatural. This extends to activities such as climbing and swimming as well.

Slay Sense - (600 CP)

Others seek diplomacy, or a route of subtlety, or a more arcane solution. You know that almost any problem can be solved with the proper application of violence. You have a keen mind and awareness when it comes to a battlefield, aiding greatly in moving through foes, killing them efficiently. Second, you have a strong intuition as to how to kill things that might require unusual methods, such as monsters with special weak points, or with regenerative capabilities. You won’t *always* get it right on the first try, but you’ll reach the correct method with far less trial-and-error than it would otherwise take.

The way of the Paladin is to seek to know that which truly is. The Paladin strives to learn his own inner nature and that of others. The Paladin does whatever needs to be done to bring light to the world. Not for glory, not for gain, but because it is his will. - Rasha Rakeesh SahTarna

The path of the Paladin is not an easy one to walk. If you have trained under the legendary liontaur Paladin Rakeesh, then you already know this. The paladin seeks peace and healing first, but is ever ready to defend that peace with a flaming blade and iron will. They must be honorable and forthright. In exchange for these chains of duty, the Paladin is blessed with many gifts. As his courage and honor soar, so does his power, gaining more powers and abilities as he grows in heart. The two simplest are *danger sense* and *flaming sword*. As long as the Paladin remains honorable, these will always be activated unless he wishes them not to be.

Other magics are activated through his stamina and will, and from easiest to access to hardest, are: *heal*, which uses your stamina to heal wounds of yourself or others; *magic ward*, which provides some protection against spells; *honor shield*, which provides protection against physical attacks; *destroy undead*, which shatters the bonds that allow such abominations to exist, damaging an undead creature greatly; *peace*, which drains hostile intent away from all present; *sense aura*, which gives a sense of the emotions, nature and trustworthiness of the target; *holy strength*, which amplifies the might of the Paladin greatly; and *awe*, which sends most foes fleeing in terror.

Even without this perk, you may train to be a Paladin, but it is a long, difficult, and arduous journey. The benefits provided by the perk are twofold: first, it provides an immediate mastery of the abilities of the Paladin, provided you have the strength of character. Second, you find that it is easier to avoid actions which may compromise your honor or bring darkness into the world. You have an intuitive awareness of straying close to any such action; a jolt which you may choose to ignore, but cannot possibly miss.

Adventurer’s Guild, Shapeir



Wizarding Institute of Technocery, Unknown Pocket Dimension



Magic User Perks

Arcane Airs - (100 CP)

You are skilled at projecting an air of mystery. Those that view you will tend to think you are fascinating, and wonder what depths you are hiding in your mind, no matter how silly your robe and hat happens to be. The average person will fall over themselves to either help you with whatever your request happens to be, or get out of your way. You can turn this effect on and off at will.

Convenient Cantrips - (100 CP)

What's the point of magic if you can't use it to make your life easier? With this perk, you can become well practiced with small magics of the kind that purely make everyday tasks easier: fetching your keys, taking the stain out of your clothes, washing the dishes. With enough repetition, such magic will become second nature to the point where it does not require focus, nor does it drain your magical reserves in any way.

Wizarding Institute of Technocery (WIT) - (100 CP)

You have passed the test for membership in WIT. With this perk, no matter where you go, people will somehow appreciate the significance of that. If you say that you are a member, not only will they automatically believe you, they will recognize that this means you are a competent and skilled wizard.

Wizarding Wit - (3 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3)

You are clever, quick and witty. Each rank increases your ability to solve puzzles, to see the truth behind illusions, to outwit foes, and to engage in repartee. Additionally, ranks grant knowledge of the arcane elements of the world of Gloriana.

- With one rank you are clever, able to solve most puzzles given a few minutes to focus on the issue. Riddles likewise pose little challenge, and it is a minority of the populace that has a chance to outsmart you. Your knowledge of the arcane things of the world is more than the average person, but still very limited when compared to full wizards.
- With two ranks, you're *usually* the smartest person in the room. Erasmus' little games and riddles will rarely pose a challenge. You are well versed in the arcane; enough to have graduated from an in-setting version of wizarding school. There's still a lot out there you don't know.
- With three ranks, you're *usually* the smartest person in town. You'll never be on the back-foot when it comes to cutting conversation, and can easily invent fiendishly clever riddles on the fly. You know the ins and outs of the arcane; there are few things in Gloriana a mystery to you.

Magical Magnitude - (3 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3)

This perk grants the inherent power necessary to wield the magic of Gloriana. Each rank gives a significant boost to your magical endurance (mana points), and a moderate boost to the direct power behind your magic.

- With one rank you have the innate capacity to use magic. While this is a muscle that can be trained, your potential potency is average, and you generally can't do too many spells before needing to rest or quaff a mana potion.
- With two ranks your potential is notable, placing you at the 90th percentile of mortal magic users in the setting, at least once you learn enough. You can generally engage in magical battle for several minutes before your reserves begin to run low.
- With three ranks, your potential places you in the 99th percentile of mortal magic users in the setting. You can usually engage in moderate magical exertion for half an hour before your reserves run low, or blast your most powerful spells for several minutes.

Sorcerous Skill - (3 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3)

Magical Magnitude may give you the inherent ability for magic, but this helps you learn and apply it. Each rank increases the rate at which you pick up new spells and expand your knowledge and mastery. This may give a small boost to learning other forms of magic from other jumps as well.

- With one rank you start with one basic spell already known at moderate skill. In the course of this jump, you can learn a number of spells, and apply them to solve particular problems, but will not be throwing around fire bolts in combat for a bit. At the end of ten years, you can easily expect to have mastered the eight basic spells (see "Magic Spells" below), and be on track to learning many more.
- With two ranks you start out much more studied. You start with three basic spells of choice, and are well skilled in all three from the start. Within a year you will have mastered the eight basic spells, and learned several beyond that, and if you dedicate your ten years to the study of magic, you could be peers with some of the greater wizards of Gloriana.
- With three ranks, you start knowing all the basic spells of the list below, a few intermediate spells, and are well skilled in all. At the end of a year you will have mastered the full list, know some spells beyond it, and be on your way to crafting a staff. At the end of ten years of magical focus and experience, your skill and expertise will be talked about alongside Erasmus, the greatest living wizard.

Potent Potioneering - (400 CP)

You've learned the art of channeling your magic into the creation of potions of Health, Stamina and Mana, and can learn other recipes. You have an intuitive and immediate sense of the magical properties of any components and materials that you find that might be used in some sort of alchemical recipe. This form of alchemy requires some form of magical ability to function, whether from this jump or another.

This perk further boosts alchemical abilities from other settings, and allows your magic to be channeled into those as well, if it could not be already.

Elemental Expert - (500 CP)

You have a greater ability to manipulate the elemental forces of existence: fire, water, air and earth. In particular, you can easily substitute one for another in your magic, even on the fly. Your use of elemental magic in general sees a slight boost, becoming more potent, and you are better able to repel or reflect the elements when used against you.

Secondly, as you may know from your time in Gloriana, scholars here have long debated whether 'pizza' is the culmination of the four elements or an entirely separate fifth element. This perk gives you a better sense of the nature of 'pizza', able to furrow out its secrets with your arcane gifts, and mold them to your purposes. Perhaps you can put the age-old question to rest at last, or perhaps you will keep the secret knowledge for your ends alone.

Spell Sense - (600 CP)

You have an intuitive sense for the underlying patterns magic leaves on the world. First, by spending a few moments to focus on something in front of you, you can always see whether or not something or someone is under an active magical effect. Second, when you examine magic that you can sense in some way, you learn the general type of the magic, and you gain a sense of the best way to counter it. The more specific the magical problem, the more specific the sense. Meditating on “the curse on this land,” might just get you “an inverted countercurse”. On the other hand, “the magical lock on this door” might get you “a trigger spell on the hinges where the magic is weakest”.

This may fail to work on some powerful magics that are specifically warded against divination-type effects.

Staff of Many Magics - (600 CP)

The crafting of a magical staff is regarded as the mark of a true Wizard. The staff is ritually crafted from magic wood in a difficult and skillful process. After a successful crafting, the staff is shunted into an extra-dimensional space: a realm of pure magic. Thereafter, a short spell will summon the staff to the wizard, and it will remain manifested as long as he wills it. While the staff is in his grip, the strength of his spells is amplified a bit (perhaps 10-20%), and the energy cost of all his spells is *halved*. Generally, these benefits only apply to Wizard magic, and specifically the Wizarding magic of Gloriana.

This perk comes with several benefits. First, you begin with a Magic Staff already crafted, and the ability to cast the Summon Staff spell. Second, you may specify an object other than the standard crafted staff to give you the benefits of Summon Staff, such as a weapon you favor. Third, and most saliently, the benefits of the staff extend to all magics you wield, not just Wizarding magics of Gloriana. This effectively doubles the amount of magic you can cast with the same energy, including Vancian systems.

Info: Magic Spells

Below are listed thirteen spells learnable through Quest for Glory 3, including the original eight from Quest for Glory 1. In game, these were the only spells available to the hero, but there is plenty of other magic, and there is no in-setting reason why you couldn’t learn other magics as well. The descriptions given are general; a clever caster can no doubt figure out other uses for some of them; the magic system here is halfway between ‘soft’ and ‘hard’. Note that Summon Staff is not included in this list; see **Staff of Many Magics** above for information about that.

Each spell has tied to it a skill level, so that a caster not only gets better at magic in general, but gets better at specific spells as they practice. The power and skill with which a spell is cast depends on the combination of general magic power, and skill with the specific spell.

Gloriana’s magic is powered by mana; there is no preparation or selection of spells; you know the spells that you know, and can cast them if you have enough mana. Finally, note that spells require one free hand to cast successfully, and so cannot be used with a sword and shield in hand.

The division into Basic and Intermediate are not formal categories in-setting. The division is used in the descriptions of Sorcerous Skill & Items.

Basic Spells

Calm: This spell, if successful, causes nearby creatures to cease hostilities for a short period, or until they are attacked. As you improve, it has a greater chance of working, and lasts for a longer period.

Dazzle: This spell, if successful, blinds a single enemy (or multiple enemies close together) with a flash of light, stunning them. As you improve, it has a greater chance of working, and lasts for a longer period.

Detect Magic: Pick up any traces of magic in the immediate area. As you improve, you are better able to find concealed magic, and in a larger area.

Fetch: Grab objects from a distance. As you improve, you are able to grab larger objects from farther, and keep a hold of them with less concentration.

Flame Dart: This spell is more powerful than the name would lead you to believe. While a magic user just starting out may only manage a “dart”, a skilled practitioner’s casting is better described as a small fireball. The fire is summoned in the hand, and must then be thrown at the target.

Open: This spell opens locks, doors and other containers. An increase in skill and power allows more complex and magical locks to be opened.

Trigger: This spell sets off any specifically prepared magic that exists in the immediate area. It allows you to set up contingencies and traps under which other spells may activate, for example.

Zap: This spell places a magical charge on a weapon you touch, which is released upon striking an enemy for extra damage. At first, the charge will last several minutes after casting, and give a nasty shock when discharging. As you improve, the charge lasts longer, and the electrical shock becomes greater. Consider combining with throwing daggers for extra fun.

Intermediate Spells

Force Bolt: More energy intensive than the Flame Dart, Force Bolt is pure kinetic energy. In addition to doing damage, it can push creatures and objects.

Juggling Lights: A series of floating lights, reminiscent of faeries, will float about the caster and move (somewhat) at his direction. As you improve, the lights can be made more numerous, brighter, and you have greater control over them.

Levitate: Levitate takes ongoing energy, but allows you to propel yourself upward or downward, essentially altering the effect of gravity on you.

Lightning Ball: An offensive spell that blasts a sphere of electrical energy at your foes. More draining than flame dart, but more damaging as well.

Reversal: This spell sets up a field that reflects back magics cast into it. An increase in skill and power increases the limit of what can be reversed.

Thief Perks

Practiced Picker - (100 CP)

You're a deft hand at picking locks and pockets. This doesn't guarantee the ability to pick any lock you come across, but with a decent set of lock-picking tools, and a bit of practice, no mundane lock is likely to hold you back for long. Also, just as in the game, you are able to use a lockpick to pick your nose, immediately clearing up any sinus or breathing issues. Start with a few lockpicks.

Charming Charlatan - (100 CP)

You are skilled at deflecting suspicion from yourself, and seeming far more harmless and good natured than you may actually be. This is the skill of a practiced conman at convincing his marks that, *of course* he's really their friend, and *naturally* you can trust him with the money.

Larcenous Luck - (100 CP)

You have the most unbelievable luck, at least when it comes to thieving capers. When attempting to sneak into a building, rob a bank, pick a pocket, or anything else similarly shady, fortune blesses you with circumstance. When you accidentally knock down a coat rack with a clatter, the loud clock will be going off at the same time. When you tug a bit too hard on the coin purse of your mark, they'll suddenly have a violent sneeze, and fail to notice.

Dextrous Dispatchment - (3 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3)

You are skilled with lighter weapons, especially daggers and shortwords, and maneuvering in combat. Each rank boosts your ability to strike at the weak points of enemies and to skillfully avoid their blows in return.

- With one rank, you are skilled at deflecting or evading most blows from anyone with less than expert skill or rapid speed. Your hands are deft and quick, able to conceal or produce a dagger quickly, and you are reasonably skilled in striking with it.
- With two ranks, your skill allows you to weave around attacks. You have the dexterity to use both hands independently and well, to strike with expert skill, and to conceal or produce a dagger in a moment. This can serve to use a weapon effectively in each hand, for example. An expert at the blade (the equivalent of Stunning Swordsmanship 2) would likely defeat you in direct combat, but direct combat is for suckers.
- With three ranks, your dodging and parrying is so practiced as to be instinctual, redirecting attacks in a way that sometimes sees opponents attack each other. Daggers dance in your hand, confounding your foe before a sudden strike.

Stellar Stealth - (3 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3)

You are a master of not being seen. Too bad you'll never be famous for it, but that would rather defeat the point.

- With one rank, you are skilled at stepping softly and picking out good hiding spots; this is equivalent to the skill of an experienced burglar. You'll often be able to avoid confrontation, or escape detection.
- With two ranks, your abilities begin to approach the ninja realm; you can move rapidly between shadows, rarely making a sound unless you wish to. You needn't fight a monster face to face at all while here, and there will be few enough human foes that you will need to confront directly.
- With three ranks, you are stealthy as a master ninja. You do not make noise from walking, hitting things, rifling through bags, etc, unless you wish to. It's generally easy to silence a victim as you're killing them with a modicum of effort.

Agile Alacrity - (3 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3)

You are rapid and spry. Each rank of this increases your foot speed, movement of all kinds, and enhances your ability to dodge and evade. If Dextrous Dispatchment represents your practiced skill as a Thief in combat, this is your raw agility.

- With one rank, you can outrun most people, clamber up trees easily, and balance on ledges. You have a natural ability to bob and weave in the face of ranged or melee assaults, that combines with and enhances trained skill (such as from Dextrous Dispatchment).
- With two ranks, you are very fast, and are able to tightrope walk, and scale standard city walls with relative ease. Your natural evasive ability increases further; with this alone, the average archer is highly unlikely to be able to hit you at all.
- With three ranks, no mortal of your race could outrun you. Your ability to scale walls is uncanny, and you can balance on a rain slicked, one-inch ledge easily. Your control over the flow of your body is barely mortal, evading spells and arrows alike.

Roguish Rapport - (400 CP)

You have a knack for finding an "in" with the wrong crowd. You can spot a fence for stolen goods, have a sense for what shady bar has the entrance to the local thieves' guild, and can easily find where the backroom deals are done. Local gangs, robbers, even a corrupt cartel of businessmen, will be strangely willing to let you join their band, and no one will think that you are a plant by the authorities (even if you *are*) unless they see concrete evidence of it. That white supremacist gang? They're oddly willing to let you join in spite of you being black.

In general, you are able to get away with far more before your loyalty to the group begins to be questioned, and any standard "dues" or requirements of membership are always considered paid, except in the most extreme cases. In addition, in this jump you know the secret thief sign which indicates that you are a member of the thieves' union. It will open doors. Figuratively. (Literally is what the lockpicks are for.)

Malleable Morality - (500 CP)

Occasional violations of honor, morality or honesty do not tend to stick to your overall reputation. Additionally, any concrete evidence of your crimes has an uncanny habit of disappearing, or simply failing to materialize, when it comes time to confront you. Gaslighting people about what they remember about what you said and did is likewise more effective. This does not absolve you of immediate consequences, but it does affect how people view you. If life had a reputation system, yours would never go down.

For example, if you were to be caught out in a lie, you could be confronted with that lie and face the consequences of it, but afterward it would not cause people to trust you less. This effect can be strained or even broken if you press too hard; a pathological liar will shatter the effect.

Additionally, you do not suffer any supernatural 'penalties' of any kind regarding your moral or ethical compass, nor can you be supernaturally 'noticed' as evil. For example, you would retain Paladin powers regardless of your behavior, *detect evil* and *smite evil* would not work on you.

Subtle Sense - (600 CP)

Forget the boorish blockhead and the obnoxious occultist; you do subtlety with style! When focusing on a problem, you have a preternatural knack for zeroing in on the solution least likely to be connected back to you. You know how to stay off the radar, and any plans you enact that involve *not* being noticed are much more likely to succeed (at least at not being noticed). This applies to everything from fishing for information without the mark noticing, to infiltrating a castle in a maid’s uniform. You are further very skilled at using and understanding subtle communication, through things like eyebrows and microexpressions, and at preventing others from noticing you using communicating in this way (other than your intended audience).

Diabolical Digits - (600 CP)

You have magic fingers. At the very basic level this greatly enhances your existing skill at things like picking locks and pockets, there’s not a mundane lock in this world that could keep you out. You needn’t even pay attention half the time; allow your amazing digits to do the work while you think about something else! Anything based on the skill of your fingers, from typing to tying, from knitting to kneading, is done with far more skill, nuance and ability. Second, you are so skillful at using your fingers to bypass barriers, that you can use mundane lockpicks and the like to bypass locks, including magical ones, that would normally be *literally* impossible to pick in this way. It’s not always easy, and it may in fact be extremely difficult for truly powerful wards, but it’s always possible with sufficient training and practice. And yes, this helps in the bedroom. *Obviously*.

Protagonist Perks

Sonorous Storybook - (100 CP)

You have the option of having a respectable sounding, and at times wry or sarcastic, voice narrate your actions in the active tense. You do not have direct control over what the voice says, and it cannot reveal hidden information or secrets. It may, however, reveal generally known information that you do not personally have, such as names: “You walk into the town of Spielberg on a fine, crisp spring morning. The sheriff, one Schultz Meistersson, sits on a stoop smoking a pipe like mad.” You can toggle between second person and third person narration. The voice is at normal speaking volume emanating from a bit above your head. It can be toggled to be heard only by you, or by you and anyone around you (anyone that would normally hear the voice), or turned off completely. It can speak in any language or accent you are capable of understanding, and is always heard as soothing by you.

Scorekeeping Signposts - (100 CP)

Just as in the game, you have a sense of your ‘game score’, in terms of your progression to accomplishing important things and resolving the main plot points of the setting. This also functions in guiding you toward any concrete long-term goal set by you. The main use of this is in knowing when you’ve done something important in that progression. For instance, if you pick up a random key, and your ‘score’ increases, you will know that the key is important in whatever you are trying to accomplish. When you learn something, and the score increases, then what you just learned is crucial.

Professional Hero/Villain - (100 CP)

You are a Professional Hero! Or, at least you’re good at looking like one. With this perk, no matter where you go, people will somehow appreciate the significance of that. If you say that you are a “Professional Hero”, people will believe you as long as they don’t have reasonable evidence to the contrary (for example, it doesn’t work if they’ve just seen you shoplift... or murder). Reactions will vary, but they will take it seriously. Alternatively, you may choose to be a “Professional Villain”, but only one or the other. You can vary between the two at the start of each jump, but once decided it is set for the rest of the jump.

Pun Pacification - (3 ranks; 100 CP for rank 1, additional 200 CP for rank 2, **additional 300 CP for rank 3**)

Gloriana is a place where puns contain power. With this perk, you gain the ability to wield some of that power to your own ends. This ability is only fully effective once per foe, with diminishing returns on repeated use against the same target(s).

- One rank gains you the ability to give pause to others with a particularly bad joke, letting you finish a quick spell or make a getaway.
- Two ranks can disable those of weak mental fortitude, leaving them unable to take proactive action other than groaning for about a minute. They can still defend themselves if attacked directly, and those made of stronger stuff may be able to throw off the effects.
- **With a third rank**, your terrible jokes can completely stun a foe or foes into immobility, leaving them fully vulnerable to whatever follows up the joke. Even creatures without the concept of humor are affected somewhat. The powerful or strong willed can resist this effect to some degree.

Dashing Diplomacy - (3 ranks; 100 CP for rank 1, additional 200 CP for rank 2, [additional 300 CP for rank 3](#))

You have the extremely rare skill of communication. You know how to talk to others, how to read their desires, and how to address them effectively. This is combined with a level of heroic charm that makes you all the more compelling to listen to.

- One rank gives you the skill of an average trained mediator. You know many techniques of listening and speaking, and are more likely to reach a desirable outcome with any sapient creature.
- Two ranks gives you the skill of a lifelong mediator with both talent and charisma. If there is a chance for peaceful discourse, it is highly likely that you will be able to find it. The more familiar you are with the creature you are speaking to, the more successful the exchange.
- [Three ranks](#) gives you the skill of a legendary negotiator. If any mortal being could succeed in an exchange through dialogue alone, you will be able to. Your disarming charm and tastefully self-deprecating rejoinders penetrate the armor of the most cantankerous of ogres.

Masterful Marksmanship - (3 ranks; 100 CP for rank 1, additional 200 CP for rank 2, [additional 300 CP for rank 3](#))

For whatever odd reason, heroes in Gloriana rarely make use of the bow and arrow. No idea why; it's a perfectly serviceable weapon choice! With this perk, you become skilled in the use and maintenance of bows: crossbows, compact shortbows, english longbows. Anything that shoots arrows. Includes fletching skill commensurate with your archery skill.

- With one rank you are adept with any well made bow, as much so as a skilled medieval mercenary, soldier or peasant archer. If you can stay at range, you will not find difficulty taking down most monsters around Spielburg, though some of the more fearsome ones will still be a threat. Nighttime might be challenging unless you have exceptional night-vision, and can avoid being snuck up on.
- With two ranks, you're no Legolas, but you could make Robin Hood work for his victory, at least. You can *definitely* do that apple-on-the-head trick, and can shoot rapidly. Point blank shots, long shots, you can even pull off a two-arrow shot every once in a while!
- [With three ranks](#), you are pushing human limits. Now you *are* a peer of Legolas, and *might* even edge him out in a competition, sometimes. Arching is a reflex for you, requiring not even the thought to adjust your aim for a ballistic path. This provides some benefit to the use of other ballistic weapons, but not as much as for a classic bow.

Narrative Necessity - (400 CP)

The protagonist has a tough job to do, sure, but people don't give enough credit to the behind the scenes work that goes into their success. That carefully placed vine they use to swing across the river? The remarkably intact sword by the remnants of the skeleton in the catacombs? The ridiculous frequency with which they get the last copy of a book, the last room in an inn, or the last magical doodad the shopkeeper carries?

With this perk, some of that behind the scenes set-up can benefit you as well. A few times a day, you will benefit from a convenient coincidence, such as those described above. No single one of these should be particularly remarkable or unlikely, but the frequency with which they occur will be. Other examples include: finding a crucifix on a desk when being chased through a house by a vampire, meeting a produce merchant on the road just when you're getting hungry, or striking up a conversation in a bar with a stranger who just happens to know a bit about the evil you are investigating.

When trying to determine the extent of the power of 'Narrative Necessity', consider two things. First, it should not be twisting probability too much. It's never going to help you win the lottery, randomly pick the address of someone you are looking for in a city, or have you stumble upon the holy grail in a desert. Second, it's never going to fully resolve a narrative conflict all at once. You may meet someone in a bar who knows about the guy you are looking for, but you're not going to just randomly run into the guy himself by chance. As a rule, it will not influence the behavior of major characters in any way, but may give a nudge to minor or unnamed characters in innocuous ways that are beneficial.

Mortal Memo - (500 CP)

The Quest for Glory games had flavorful and humorous "death messages" for just about every way you could die, or have a game over, before prompting you to save/restore/restart. Once per jump (or per ten years if it comes first), you get one of these messages... but in advance. The first time something would occur that would either end your jump, or permanently incapacitate you for the rest of the jump, this activates. Usually about a day in advance, but longer if you would need more notice to prevent the end, you receive a message of a few sentences, detailing your demise, usually in a somewhat humorous way. There's never a lot of detail, but it's enough to get the gist.

This ability triggers only if you would be defeated with all other abilities taken into account (such as Protected Protagonist), but does not factor in "1-UP" perks or similar abilities. In that case you get a memo for the first occurrence, e.g., for which you might otherwise need to use a "1-UP".

Protected Protagonist - (600 CP)

You're the hero of this story, and that means something. With this perk, the world makes note. As long as you are striving and trying as a hero should, and not being a complete idiot with the risks you take, you will not fall victim to random accidents, common illness, a completely random encounter with a wandering monster, or chance luck on the part of your enemies. Essentially you won't suffer a deeply anticlimactic death. These things could still wound you, or set you back, but none has any chance at all to end your story. You are still vulnerable to enemies that have a narrative presence.

Outsider Obfuscation - (600 CP)

You are never regarded as an outsider in a social, religious, ethnic, cultural or political group. Your style of clothes, manner of speech, different customs, race, language or accent do not raise eyebrows or prejudice against you. White-bread dude dressed in clown-school reject clothing, and you want to hang out with the cool kids of the savannah, or play cards with those aliens? Not a problem at all; might as well be one of them. Need to convince a guerrilla group to stand down? They listen to your words as if you had been fighting alongside them. That doesn't guarantee success, of course, but it certainly helps.

This doesn't let you get away with murder, or being an outright asshole to people, but if it's a difference of cultural expectations or in-group/out-group, then it's cool. As an exception, "family group" is not included: this will not let you be treated as a member of a family automatically.

General Perks

Thrilling Throwing - (2 ranks; 100 CP for each)

The ability to throw a dagger, spell or stone true.

- At rank one, you can hit a man-sized target from forty feet, a bullseye from twenty, and from ten... an actual eye.
- At rank two, double the range of rank one.

Who Needs A Dentist? - (100 CP)

One of the most important qualities of a hero is their image. With this perk, that’s a whole lot easier to manage. You may or may not be the most handsome or beautiful in the room, but you’re always photogenic. Your teeth are without obvious flaws or stains, and you never need to brush or floss again. Your hair is well kept, unless you wish it otherwise, and your skin is free from smudges of dirt and obvious blemishes.

Sweltering Swagger - (100 CP)

Normally someone heading into the jungle or desert in chainmail would be called an idiot. With this perk... well, you may still be called an idiot, but in this case they’d be wrong. You are well adjusted to dealing with environmental heat, regardless of attire.

With regard to determining your endurance and comfort in a hot environment, it is as if you were wearing the ideal mundane, common outfit (e.g. white, loose cloth), AND as if it were ten degrees cooler. This will not provide the “benefits” of highly advanced equipment, such as a lava suit. Additionally, you do not sweat from heat unless you wish to (while still receiving the cooling benefits of sweating).

Twirling Tangles - (100 CP)

The Whirling Dervish of Shapeir sits in meditation by the Oasis, unmoving as his beard grows up and up around the Palm Tree he sits beside. His hair is the stuff of legend, and so could yours be. With this perk, you have control over the hair on all parts of your body, in terms of color, volume, curl and growth. You can grow hair at up to a foot per minute (one million times normal human hair growth rate). You can leave any chosen area of your body hairless if you wish. You can break off the hair with nary a thought.

This perk doesn’t style your hair for you (see **Who Needs A Dentist?**), but it does keep it clean and free of tangles, and it will hold a style much longer than is normal. You don’t exactly have *control* over it, but to the fullest extent possible it seems to never be in your way (such as blocking your sight or tripping you up). There are limits; if you decide you want hair one hundred feet long, it’s going to end up in your way sometimes.

Pontiff of Prophecy - (200 CP)

You’ve dealt with more than enough prophecies in your time, and you know the tricks of the trade. First, this perk lets you know if a ‘prophecy’ is legit. Second, you understand the correct interpretation of a prophecy (where applicable) with ease. If the prophecy has multiple correct interpretations, then you understand all of them. Finally, this makes you much better at creating fake prophecies that sound convincing, but the wise or clever *might* still see through them; it’s not foolproof.

Stalwart Stature - (200 CP)

Your heroic verve, your will, your sheer chutzpah, allows you to better resist magics that would seek to alter your physical being in any way. This perk is not required to resist such magics, but with it those who wish to turn you into a frog (just for instance) will find it *much* harder to do so. You’d be able to defy even a transmogrification spell from Baba Yaga herself, or an attempt by the Dryad to turn you to a deer, without too much difficulty.

Dauntless Defiance - (200 CP)

Your heroic verve, your will, your sheer chutzpah, allows you to better resist magics that would seek to alter your mind in any way, including control. This perk is not required to resist such magics, but with it those who wish to charm you, or put you under a hypnotic spell, will find it *much* harder to do so. You’d be able to defy even a mind control or charm attempt by Ad Avis or the Dark Master, without too much difficulty.

~~**So You Want To Be A Hero?**~~ - (100 CP) - This perk is only available for purchase in Quest for Glory 1.

Friend of the Forest - (200/400/500/600 CP; see text)

As evidenced by the Dryad of Spielburg valley, the essence and magic of Nature has great power and influence in Gloriana. With a purchase of 200 CP, you gain a benefit corresponding to your background, but only retain that benefit so long as you can reasonably be interpreted to be a ‘friend of the forest’, as the Dryad canonically asked of Devon Aidendale. This does not rise to the level of a strict code, but rather simply means that you do not despoil nature, or exploit its resources for selfish ends, without somehow balancing the scales by helping and sheltering nature.

You may take this perk additional times to gain the benefit corresponding to other backgrounds, up to four times in total, with unchanged restrictions on behavior. The third and fourth times the perk is discounted. Thus, all four benefits cost a total of 600 CP.

Fighter: Your fighting skills and energy are enhanced by being in nature, among the trees and creatures. Your aim is a bit truer, your swing a bit stronger, your step a bit surer. When tired, you fight as well as when fully rested.

Magic User: You gain insights into the nature of the Dryad’s magic, and how to begin to use it yourself. You can do such things as use your magic to enhance the growth of plants, or to charm the creatures of the forest. The potency and power of these effects grows with the rest of your magic.

Thief: Nature shelters you from those that might seek you out. Those that look to find your trail will look in vain, for you leave none in the soil, stone, sand or swamp. The branches themselves seem to bend to let you pass, while impeding the way of your pursuers.

Protagonist: As a friend of nature, you may pass unimpeded amongst things of the wild. Wild animals will not harm you if you do not seek to bring them harm, even the thorns of plants seem not to prick you. This is less effective on monstrous beasts, and not effective at all on sapient enemies.

Gift of the Mother - (requires Friend of the Forest; 200/400/500/600 CP; see text)

The Mother of the World (see Items) has blessed you. With a purchase of 200 CP, you gain one of the benefits below. You may only select benefits corresponding to those you received from Friend of The Forest, regardless of your current background. You may take this additional times to gain the benefit of other backgrounds, but again only those that you have the Friend of the Forest blessing for. The third and fourth times this perk is discounted. The requirements to retain these powers are the same as for Friend of the Forest.

Fighter: Your fighting skills are enhanced further, making you stronger and faster while in nature’s embrace. In the most wild parts of the world, you are twice the warrior you are on a city street. This blessing continues with you for a while once you leave nature, but fades over a day.

Magic User: Your magic can now promote natural healing, cure poisons, and ward away unnatural things such as demons. Further, your ability to enhance the growth of plants deepens, and extends to animals somewhat as well. The potency of these effects grows with the rest of your magic.

Thief: You can pass through wild areas with unsurpassed speed and stealth. Not only are you untrackable, you pass between trees only to appear hundreds of feet away between a different pair. With practice, your movement through natural places can be up to ten times as quick as otherwise.

Protagonist: Nature tries to protect you so that you come to no harm. Not only will wild animals not bring you harm, they regard you as something to be protected against those that assault you. Monstrous beasts that have at least some aspect of nature in them will, at the least, leave you be.

Continuity for NPCs & Companion Import

If you purchased any of the companions from the Quest for Glory 1 jump, then those companions may join you in this jump without any CP cost, whether or not you chose **Import Character**. Import options below will let you add additional CP to them, if you wish. If any of them are listed as gaining perks they already have purchased, then they get the CP cost of that perk (to them) instead. For the purpose of spending any CP, they have the same background they had previously.

Zara Shashina - Zara is a skilled Wizard, if not at the upper echelons. She is a Half Faery-Folk Magic User with Arcane Airs, Convenient Cantrips, Fantastical Familiar, Wizarding Wit 1, Magical Magnitude 2, Sorcerous Skill 2, Potent Potioneering, Spell Sense, Thrilling Throwing, Dashing Diplomacy 1, and Who Needs A Dentist?. She has mastered most of the spell list given here, and is a member of the Wizarding Institute of Technocery (WIT), but does not yet have a Magic Staff. Over the course of this jump, if she journeys with you, she will master the remainder of the spell list. She will create her Magic Staff, and gain Magical Magnitude 3, Sorcerous Skill 3, Staff of Many Magics perk, and Friend of the Forest (Magic User).

Brauggi - Brauggi is a physically powerful Frost Giant who you may have convinced to join you in the first jump. In addition to his Frost Giant nature, he has Stunning Swordsmanship 1, Magnificent Might 2, Vivacious Vitality 2, Slay Sense, Thrilling Throwing, Magical Magnitude 2, Sorcerous Skill 1, and a magical greataxe that is unnaturally sharp and bites with cold. Over the course of this jump, if Brauggi journeys with you, he will become a member of the Eternal Order of Fighters, hone his skills, and complain a lot about the heat. He will gain the equivalent of Stunning Swordsmanship 2, Magnificent Might 3, Vivacious Vitality 3, Sorcerous Skill 2, and Sweltering Swagger (so he can survive the desert).

Fox Friend - Your fox friend continues to have a knack for ferreting foxing out secrets and hidden information. He has Wizarding Wit 1, Stellar Stealth 2, Agile Alacrity 1, Dashing Diplomacy 1, Narrative Necessity, Protected Protagonist, Who Needs a Dentist, and Friend of the Forest (Thief & Protagonist boons). Over the course of this jump, he picks up a lot of new information, and gets into some interesting places. He will gain Essential, and Gift of the Mother (Thief & Protagonist).

Dryad of the Woods - The dryad’s abilities are not easily categorized into the powers available to you, but she at least has the equivalent of the perks Magical Magnitude 2, Sorcerous Skill 2, and Friend of the Forest (maxed), and from this jump gains Gift of the Mother (maxed). She can cause plant life within a few acres to grow and thrive at an astounding rate, can promote natural healing, can transform others into animals and plants, even against their will (a powerful or strong-willed target could resist), and knows much else of nature’s secret magic that she might share with you. Shapeir will not be her favorite place to be due to the lack of growth, but she will thrive in Tarna. She is the first Dryad to be freed from being tied to a specific region (though dryads don’t seem to mind staying in one place), and will expand her magic in unforeseen ways as she explores the different biomes that you will reach.

Elsa von Spielberg - Elsa continues to hone her martial abilities, enjoying exploring new places to test her skills. She has Armored Aptitude, Diligent Disciple, Stunning Swordsmanship 2, Magnificent Might 1, Vivacious Vitality 1, Slay Sense, Dextrous Dispatchment 1, Agile Alacrity 1, Roguish Rapport, Masterful Marksman 1, and Thrilling Throwing. Over the course of this jump, she gains Stunning Swordsmanship 3, Vivacious Vitality 2, Fancy Footwork, Masterful Marksman 2, and Dextrous Dispatchment 2.

Toro - The minotaur Toro is happy as long as Elsa is happy, and happy to lend his might to the same causes she does. He has Stunning Swordsmanship 1, Magnificent Might 2, Vivacious Vitality 2, and Slay Sense. His Minotaur nature boosts his strength further, and gives him an incredibly tough hide for skin. Over the course of this jump, he gains Stunning Swordsmanship 2, Magnificent Might 3, Vivacious Vitality 3, and Thrilling Throwing 1.

Yorick - Yorick enjoys picking up new jokes and playing pranks whenever he can get away with it. He has Convenient Cantrips, Wizarding Wit 1, Magical Magnitude 1, Sorcerous Skill 2, Charming Charlatan, Agile Alacrity 1, Pun Pacification 1, and Thrilling Throwing. Over the course of this jump, he learns several new spells, and gains Magical Magnitude 2, Pun Pacification 2, and Spell Sense.

Bruno - Bruno is happy as long as he has things to kill and riches to plunder. He has Stunning Swordsmanship 1, Magnificent Might 1, Vivacious Vitality 1, Slay Sense, Dextrous Dispatchment 2, Stellar Stealth 1, Agile Alacrity 1, Subtle Sense, Thrilling Throwing 1. Over the course of this jump, he gains Dextrous Dispatchment 3, Vivacious Vitality 2, Stellar Stealth 2, Agile Alacrity 2, and Thrilling Throwing 2

Devon Aidendale - If you picked up Devon in the last jump, then his build is dependent on what was selected there. He must use the discount option this jump, even if previously built with a stipend. In this jump, for each of the two plotlines (Quest for Glory 2 & 3) for which he actively plays the role of the hero he gains another 400CP. If you took the *Heroic Plotline* drawback you can be “co-heroes” with him, but he only earns 300 CP for each in that case.

Other Characters - The previous jump gave a method by which you could “build” a native character for either 100 or 200 CP. If you did so, and chose to bring that character to this jump, then how they change will of course vary, but they may gain an additional 500 or 700 CP, depending on whether you bought them for 100 or 200 CP. (This already includes the bonus from retaining the same background).

Companion Import / Upgrade

Companions can come into the world for free, but this section can be used to give them CP. All companions get a background and must choose the discount option (not the stipend). Non-canon companions *do* gain the free perks or bonus CP granted by the discount option.

You may also choose to *upgrade* canon companions, either those above, or new ones below. They cannot change background, always have the discount option, and do not receive the free perks or bonus CP granted by that option (these things have already been factored into their base perks/growth).

You can do this in any combination. The cost depends on the number of companions, and how much CP to grant them. So, I can import 7 companions from a different world with 600 CP, along with upgrading 3 canon companions with +600 CP, for a cost of only 400. (600 CP, 7-10 companions)

Cost To Import / Upgrade Companions, by Base CP and Number of Companions										
	Single	2-3	4-6	7-10	11-15	16-20	21-30	31-50	51-100	Limitless
+300 CP	50	100	150	200	250	300	350	400	450	500
+600 CP	100	200	300	400	500	600	-	-	-	-
+900 CP	150	300	450	600	-	-	-	-	-	-

New Companions

Purchasing a companion option gives the NPC the described CP/perks (otherwise the character would have their canon abilities, but not “perks” from this jump), and allows them to travel with you on your journeys *if* you can convince them to. It also ensures that you have favorable circumstances under which to speak to them, and gives you some intuition as to what they might find compelling or convincing, but it is still their decision. If you fail to convince them, you are refunded the CP to use for other purchases.


You receive **+300 CP** that can only be used on new companions, or to upgrade companions from any Quest for Glory jump. You may choose to save up to **100** of this CP to be used for new companions in the Quest for Glory 4-5 jump.


Per usual, anyone can join as a simple ‘follower’ for no CP cost if they agree to join you, they just cannot be imported or gain CP in this case.

Devon Aidendale (200 CP) is the canonical hero, always sticking his nose into the business of villains, and thwarting foreboding prophecies right and left. Not much is known about Devon; he’s not a *bad guy*, but is he more a hero, or an anti-hero? It’s unclear. Could be a wily mage, a skilled fighter, a roguish thief, or an honorable paladin.

If you did not pick up Devon in the last jump, you can join up with him here. Devon can be built fresh with any background, using 1200 base CP, and is the only companion that may choose either the stipend or discount option.

For each of the two plotlines (Quest for Glory 2 & 3) in this jump that he actively plays the role of the hero for he gains another 400 CP after completing the plot; he may have a different background for spending this CP. If you took the *Heroic Plotline* drawback you can be “co-heroes” with him, but he only earns 300 CP for each in that case.





Aziza (200 CP) is a human enchantress and member of WIT in good standing, Aziza is especially attuned to the magics of water and object enchantment. She is clever with an arch sense of humor, good hearted but prickly. Aziza does not easily tolerate those who trammel on hospitality or decency. She knows the majority of the magic from this jump, is skilled in its use and is additionally able to heal (a rare magical gift) and scry. She has recently finished her creation of a Magic Staff, and is all the more potent for it. Shapeir is her home, but she has traveled before and is interested in doing so again.


Aziza has the Magic User background, and the perks Arcane Airs, Convenient Cantrips, WIT, Wizarding Wit 2, Magical Magnitude 2, Sorcerous Skill 3, Elemental Expert, Spell Sense, Staff of Many Magics, Pontiff of Prophecy, and Dashing Diplomacy 2.

Johari (100 CP) is a member of the Leopardmen tribe near Tarna. She is effectively a wereleopard, with the ability to transform from one form to another at will. She is a fierce, fast and ferocious warrior, favoring a spear. Additionally, she has some skill in magic, knowing the Lightning Ball spell and a few others. She could certainly learn more with training.

Johari has the Fighter background, and Stunning Swordsmanship 1, Vivacious Vitality 1, Magnificent Might 1, Magical Magnitude 1, Sorcerous Skill 1, Dextrous Dispatchment 1, Stellar Stealth 2, Agile Alacrity 2, and Thrilling Throwing 2.


Johari is prideful and strong. Prowess in martial arms or magic would be required to win her respect.

With this purchase, you may optionally become a wereleopard as well (change at will).



Katta Companions (200 for both) - Shameen & Shema are the married Katta couple that you likely first met traveling in Spielberg. They jointly run their shared inn, the Hero’s Tale, and canonically were warm, welcoming, and hospitable to the hero, Devon Aidendale.


They may be imported as a single companion if you wish, though any CP is divided between them in that case. (Alternately, if it makes sense for them to share or divide the potency of perks, they can do so)



Shameen & Shema


Shameen is a charismatic fellow with a bit of talent for magic. He has the Magic User background, with Convenient Cantrips, Wizarding Wit 1, Magical Magnitude 1, Sorcerous Skill 2, Agile Alacrity 2, Thrilling Throwing 1, Dashing Diplomacy 1.

Shema cooks and serves food for the guests, as well as providing entertainment as a skilled singer, dancer and acrobat. She has some history with thievery as well, but *seems* to have left that behind her. She has the Thief background, with Practiced Picker, Dextrous Dispatchment 1, Stellar Stealth 2, Agile Alacrity 2, Masterful Marksman 2, Thrilling Throwing 1.



Liontaur Companions (300 for both) -The love between Rakeesh and Kreesha is true and enduring, tested as they both serve their duty, and they would not travel with you without the other. They have two children. Reeshaka Dar Kreesh is their daughter and a powerful warrior. She is missing at the beginning of the events of Quest for Glory 3, and they would also not consider leaving if her fate hadn't been assured. Their son, Shakra Sah Tarna, is a magician specializing in enchantment. He learned from his mother, as well as training under Aziza in Shapeir.

They may be imported as a single companion if you wish, though any CP is divided between them in that case. (Alternately, if it makes sense for them to share or divide the potency of perks, they can do so)



Rasha Rakeesh Sah Tarna - The legendary warrior and Paladin Rasha Rakeesh SahTarna (just Rakeesh to friends) abdicated the throne of Tarna to his brother in order to better seek out and purge evil that he believed to be infecting his homeland. He became famous for driving back a demon wizard intent on overrunning Tarna with the forces of darkness. He slew the creature in single combat, but suffered a grievous wound to his leg that has pained him ever since.

Many have failed to cure the darkness that infects the wound; Erana may have been able to, but it's been years since she was heard from. Even with this handicap, he is a fearsome warrior and symbol of true decency and goodness.

Rakeesh is a liontaur with the Fighter background, Diligent Disciple, Stunning Swordsmanship 2, Magnificent Might 2, Vivacious Vitality 3, Path of the Paladin 2 (doubling paladin powers, available in QfG 4-5), Agile Alacrity 1, Dashing Diplomacy 2, Thrilling Throwing 1, though the effects of some are greatly reduced by his wound. Maybe you can cure it? He is considered to be the greatest living Paladin. His sword, Soulforge, gains the protections from the item section.

Kreesha Mar Asha - Kreesha is a notable sorceress and sits on the council of Tarna as the voice of the magical. She is one of a few Liontaur not biased against humans (Rakeesh being another). She purposefully makes her home in the human sector of the city, and easing tensions between the two primary species of Tarna is one of her self-appointed missions.

Kreesha has the Magic User Background, and is the greatest living sorceress of the liontaur. She is capable of portal magic between distant locations that she is familiar with, though with great strain and focus required. In addition to this rare gift, she has the equivalent of Arcane Airs, Wizarding Wit 2, Magical Magnitude 3, Sorcerous Skill 3, Spell Sense, Staff of Many Magics, and Dashing Diplomacy 1.



Other Companions - Some other persons of interest are below, and you can also recruit characters not normally seen by the narrative (OCs). They cost either 100 or 200. These characters start with 1000 or 1600 CP respectively. They get a background, and must choose the discount option.

Companions of Shapeir

Khaveen (200 CP) - Ad Avis' chief enforcer, and a highly skilled (and highly cruel) warrior.

Keapon Laffin (100 CP) - The gnomish owner of the only magic shop in Shapeir, Keapon has a bizarre collection of oddities. A few might be useful.

Issur (200 CP) - Member of the Eternal Order of Fighters, and blacksmith is Shapeir, Issur has no patience or respect for anything but martial skill.

Zayishah (100 CP) - The daughter of Ali al-Din Hasan. A beautiful, strong-willed and charismatic young woman, Zayishah canonically resisted Ad Avis' influence and was later installed as the new Emir of Raseir upon his defeat.

Julanar (100 CP) - A woman and healer from long ago who was turned into a tree in order to escape a pursuing brigand. Canonically she is freed by the love of Salim, a healer of Tarna, after the hero takes steps to begin breaking the magic. She must be freed to join you, obviously.

Companions of Tarna

Uhura (100 CP) - A great warrior of the Simbani, she left her people to come to Shapeir because in her homeland she was not permitted to be both a wife and a warrior. In Shapeir she had a son with one of the Sultan's guards. She and her son will likely return to Tarna at some point soon.

Yesufu (100 CP) - A youthful but skilled warrior; son of the Laibon and likely future leader of the Simbani. Canonically, Yesufu marries Johari leading to a lasting peace between the Simbani and Leopardmen. Gains a fiat-backed Spear of Death as companion.

Others of Shapier

Omar the Poet (Sultan) - Omar the Poet is the alter ego of the Sultan of Shapeir, who moonlights in order to hear what is on the lips of the people.

Ali al-Din Hasan - The weak-willed Emir of Raseir, the canonical puppet of Ad Avis.

Iblis - An ancient and immensely powerful Djinn who once attempted to enslave the world. Trapped in a statue for a thousand and one years, Ad Avis intends to summon him again.

He Who Waits Behind - The lesser Djinn who was tasked with watching over Iblis' statue to ensure he remains trapped.

Ad Avis - An evil wizard of significant power. Power-hungry and manipulative, Ad Avis has spent decades in preparation for his takeover of Gloriana. He is capable of a wide array of magical abilities from the animation of the elements to mind-control and subversion of his enemies.

Others of Tarna

Rajah Sah Tarna - Rakeesh's brother and the ruler of Tarna, Rajah took the throne when Rakeesh abdicated. Rajah is not *evil*, but he is extremely prideful and condescending toward humans. He often belittles Rakeesh for putting the call of the Paladin before his "duties" to Tarna.

Laibon - The leader of the Simbani people, prideful and impatient.

Dinarzad - Acting openly as the money changer of Shapeir, and secretly as the fence for stolen goods, Dinarzad has her hands in many pockets, and hears all the whispers of the underworld.

Money-Changer (100 CP) - Dinarzad will **not** join you as a companion, but rather "set up shop" in your Warehouse, or other locale of your choice. You'll notice the addition of a barred window, empty but for a bell. Ring it, and Dinarzad will show up soon enough, wherever you are.

First, she can exchange any currency for any other, at a fair price (for you), no matter the world or reality.

Second, she can fence any stolen goods you may procure. She knows a buyer for anything, and can get a better price than you ever could, even after her cut. She may even know a few jobs to do around where you happen to be..



Items

Below are a large number of items to purchase, ranging from the mundane to the quite powerful. Unless otherwise noted, gear purchased here will never be casually lost, though it may be stolen or destroyed. If it is stolen, destroyed, or damaged, it will be restored to new at the end of each jump. Items purchased by a companion must be for the primary use of that companion, though some sharing is fine. You may buy items multiple times.

You receive **+200 CP** to spend in this section. Companions that are imported or upgraded gain **+100 CP** to spend in this section.



Items: Notable Gear

Replenishing Stamina Pill (25 CP)

This pill gives as much energy and revitalization as a one hour nap; useful in the midst of battle. It reappears the next day if used.

Replenishing Healing Pill (50 CP)

This pill will cure all minor wounds completely, or turn a deadly blow into a few days rest. It reappears the next day if used.

Replenishing Mana Pill (50 CP)

This pill will restore enough magical power to throw two dozen elemental attack spells, or equivalent. It reappears the next day if used.

Replenishing Dispel Potion (200 CP, discounted with Potent Potioneering)

This powerful potion has played a key role in almost every major magic conflict in Gloriana. Applying this version of it to a magical issue will remove and void all but the most amazingly powerful of spells. Examples include restoring a polymorphed creature, bringing down a magical barrier, or banishing a summoned creature. Refills once per day.

Complete Starter Spellbook (200/100 CP; discounted with Sorcerous Skill 2)

This convenient book contains all eight of the most common spells of wizardry in Gloriana: Calm, Dazzle, Detect Magic, Fetch, Flame Dart, Open, Trigger & Zap, as well as a number of interesting tips and applications. Anyone with the spark for Gloriana’s magic will be able to learn all of these spells through study of the book. The book also speeds the process of mastery for the purchaser only, compounding with Sorcerous Skill. Unlike scrolls, the book does not disappear upon use, and so may be shared with companions. The book cannot be copied, but will self-repair if damaged, or return to you if lost.

Note that this does not give you access to any magic you could not obtain in the world itself, but it does give you much earlier, and much easier access, and access that you can share with others. Multiple people can study from the same book, subject to reasonable time constraints. e.g., two people studying side by side should not slow each other down too much, but three or four may have to take turns, slowing learning.

For only 100 CP base cost, you get a version of the spellbook that can only be read or understood by the purchaser. To all others, it’s nonsense.

Complete Intermediate Spellbook (200/100 CP; discounted with Sorcerous Skill 3)

Requires, and functions as, the first volume. Contains the five general spells introduced this jump: Force Bolt, Juggling Lights, Levitate, Lightning Ball, Reversal, as well as three more spells introduced in Quest for Glory 4: Aura (ward against undead), Resistance (ward against elements), and Protection (ward against physical damage).

Bottomless Waterskin (50 CP)

This skin always has fresh, clean, cool water to drink when someone holds it to their lips and quaffs, but water will otherwise not pour out.

Saurial Mount (50 CP)

A well-trained saurial mount to call your own. About as fast as a horse, these creatures are well suited for desert terrain in particular, but may need insulation from the cold. This one has a perfect sense of direction for where it’s been, and has no need for food or water. If killed, a new one will find its way to you within a week. It has no meaningful combat utility, however.

Magic Grapnel (50 CP)

A grappling hook and rope. The grapple attaches firmly to any surface without making any noise, even where there is nothing to grip. Gripping the rope is easy, and never leads to rope burn. The rope retracts and extends up to 200 feet; one can therefore “retract” the rope to be pulled up, for example.

Erana’s Medallion (100 CP; discounted with either Path of the Paladin or Dashing Diplomacy 2)

A more compact version of the gifts offered by Erana’s Pool. While worn openly, as long as you intend no violence or hostile action, then it very powerfully inclines nearby creatures (100 feet) to peaceful action. If submerged in a gallon (or less) of water and a prayer said, the water obtains the same properties as Erana’s Pool (lasting a day).

Soulforge (200 CP; discounted with Path of the Paladin)

Soulforge is the sword of Rakeesh, and has seen countless battles against evil foes. It is magically sharp and hard, and nearly impossible to damage. Soulforge enhances the abilities of any Paladin that wields it, especially the flaming sword aspect.

It is a flaming magical sword even when not in the hands of a Paladin. However, the full value of the sword will not be realized unless the bearer is a Paladin. Note that canonically the Hero can be awarded Rakeesh’s sword if he proves himself honorable and true.

Spear of Death (200 CP; discounted with Thrilling Throwing 2 or Stunning Swordsmanship 2)

A holy symbol of the Simbani, this is also a potent magical weapon. While it will not completely compensate for a lack of skill, it seeks the weak points of your foes with deadly accuracy. The spear is razor sharp and is perfectly balanced for throwing. Canonically the spear could be used to defeat the Demon Wizard with a single throw.

You could just steal it of course, but that will make peace very difficult.

Drum of Magic (300 CP; discounted for Johari or with Johari as a companion)

A holy symbol of the Leopardmen, this potent magical object is what allows them to ritually become wereleopards.

While the canon item works only for leopards, this version of the drum will allow people to become a “were” version of any mundane, natural beast, able to transform to that form, to their natural form, and to a hybrid form, at will. A live specimen of the creature involved is required. The process takes several hour-long rituals spaced out over the course of a month, though many individuals can be “blessed” at once, as long as it is the same animal.

A creature cannot have more than one were-form from this item, though they may replace an old one with a new one.

Djinn of the Ring (150 CP)

He Who Waits Behind lay within the ring, but only one wish remains, and He Who Waits Behind is stuck on the last wish made by the canonical hero. Specifically, once per jump this ring can take you, your companions, and any nearby allies safely to any place that you know of within your current jump.

Magic Carpet (100 CP)

Magic carpet, seats up to half a dozen human sized creatures comfortably with room to spare, and more in a pinch. About as maneuverable as a horse would be on the ground, though a bit faster. Never runs out of steam, so excellent for long-distance travel. Folds into a small pouch weighing little.

X-Ray Glasses (100 CP)

Your standard issue x-ray glasses; adjustable to see through up to one foot of most materials. Can appear to be any form of external eyewear.

Air Elemental Bellows (200 CP; discounted with Elemental Expert*)

These bellows have bound to them an air elemental of notable potency; it cannot be defeated by mundane arms. The power of the creature scales with your own to a limited extent; it may not always be as useful as when you first get it, but it will never be useless. At its base power level, it is ten feet tall, and capable of sucking up a full grown person into it. Once per day you can release the Air Elemental which will do your bidding for up to an hour. [*Elemental Expert only gives a discount on a single one of the four elemental items]

Earth Elemental Bag (200 CP; discounted with Elemental Expert)

As above, but an Earth Elemental. At its base power level, it is ten feet tall, and capable of shattering a shield and battering a man into the ground.

Fire Elemental Lamp (200 CP; discounted with Elemental Expert)

As above, but a Fire Elemental. At its base power level, it is ten feet tall, and can burn men alive.

Water Elemental Skin (200 CP; discounted with Elemental Expert)

As above, but a Water Elemental. At its base power level, it is ten feet tall, and can drown a man within itself.

Fast Travel Map (200 CP)

Navigating the streets of Shapeir is a pain. Luckily, this magical fold-out map shows you the region near you, up to the size of a major city. It includes all publicly known information about streets, buildings and points of interest, and can be zoomed in or out. As you acquire more information, it is updated in real time. You can select any location on the map, will yourself to go there, and you will be automatically guided to the most direct/safe route there, given all the information available to you (it will not, for example, predict an ambush you have no knowledge of). You can request alternate routes as well. This “guidance” tells you what steps to take in a way that you can naturally follow without thinking about it, including things like hailing a cab. It does not, however, interfere with any reflexes or reactions to danger or the unexpected that you might encounter. Optionally, you can have your conscious awareness essentially blank out until you arrive at your destination. This effect automatically breaks if something unexpected occurs.

Items: Locations

For location items it is possible for multiple people (e.g. jumper and companions, or multiple companions) to purchase the item together. If so, treat the cost as undiscounted, but the ‘contributions’ of any for whom the cost *would* be discounted are doubled. For example, if a human companion contributes 100 CP toward the Temple of Sekhmet, and a liontaur companion contributes 100 CP, then the second contribution becomes 200 CP. So, that’s enough total to purchase the Temple at its cost of 300 CP. If the location grants some direct benefit to the purchaser, such as the boost to wisdom and introspection from the Temple, then this benefit is “spread out” over all purchasers, proportional to their effective contribution. If the location allows you to do something “once per jump”, then that is a collective limit, not an individual one.

Fountain of Shapier (200 CP)

This beautiful fountain that pours out a continuous flow of pure, clean, mineral water. The rate is enough to provide drinking water to a small city by itself, but the water never overflows if unused. You receive the fountain as an add-on to your warehouse, *and* one fountain per jump is created in an appropriate location that you designate (either before the jump starts, or during it). The one linked to the fountain (the purchaser) finds that any of their powers or abilities connected to elemental water are somewhat enhanced.

The Mother of the World (500 CP; discounted with or for Dryad companion [QfG 1] or with 400 CP spent on Gift of the Mother perks)

The Mother of the World is the greatest, oldest and most powerful tree in Gloriana, stretching thousands of feet into the sky. It is said to be the source of all life on Gloriana. At its top is a chamber called the Heart of the World, teeming with life magic. With this purchase you get the tree as an add-on for your warehouse; it can be placed in any other natural setting add-on (which will expand appropriately), or as its own area. Once for each jump you are in, you may grow a twin of The Mother of the World in any place of nature. The tree takes a month to reach full power and maturity, growing at around one inch of height per minute. It has all the powers of the original. First, whomever is linked to the tree (the purchaser) is twice as powerful with regard to druidic or life magics or abilities; this is not enhanced by additional trees. Second, anyone who practices such magic within the tree (or a twin), on or while in contact with it (or a twin), likewise has their power doubled (this does compound with the first effect). Third, natural creatures of all sorts will be ecstatically joyful to be near the tree; they will grow larger, healthier, faster, stronger as they remain there. This only affects creatures closer to nature than to civilization, so will not affect (most) sapient creatures. The one linked to the tree may prevent select creatures from gaining this benefit if desired.



Temple of Sekhmet (300 CP; discounted for Liontaur, or with Rakeesh & Kreesha companions)

The great temple of Sekhmet in Tarna is a place of great majesty and secrecy. The center of the Tarnian religion and rites, it provides guidance in troubled times. With this purchase, you have such a grand temple as an add-on to your warehouse; you can redesign the details, including the statue, if you wish to. The fires and other ritual elements are maintained without outside interference. You may, optionally, create an external entrance to the temple in any jump you are in. The one linked to the temple (the purchaser) has a notable increase to their wisdom and introspection. The Temple of Sekhmet was famed for its prophecies. Once per jump you may have a prophecy given to you about what will happen in this jump. The prophecy has some vague language, but it is actually remarkably descriptive. See Notes section for an example.

WIT Portal (300 CP; discounted with Sorcerous Skill 3)

The Wizarding Institute of Technocery is the premier training academy for Wizardry in Gloriana. Most members there are fairly reclusive, focused on their studies. There are few restrictions on behavior, and only one wizard has ever been expelled for doing truly horrific things.

With this purchase, a permanent portal to WIT is installed in your warehouse, and you are able to visit and discuss with the members at any time. They will respect the purchaser enough to generally at least give advice, and perhaps magical aid, but they will never leave WIT to enter a jump (other than Gloriana jumps, and even then it will be pulling teeth). After all, Wizardry is more important than the “real world”. If the purchaser has the ability to use Gloriana’s magic then they will find teachers here, capable of helping them master the spells of Gloriana in a fraction of the time it would otherwise take.

Individuals who are not the purchaser will find the more canonical restrictions: they will have to demonstrate mastery of a number of spells before individuals here will deign to train them, and respect and training time is not automatic. Much like being a grad student.

Hero’s Tale Inn (200/400 CP; -100 cost with Shameen & Shema companions or So You Want To Be A Hero?)

Modeled after the inn of Shameen & Shema, this warm and comforting place is a respite from the elements. The Hero’s Tale Inn is large enough for a hundred people, complete with benches, tables and pillows in the common room, a crackling fire (when appropriate) and music that comes from nowhere in particular. There is always a delicious menu available, and warm and comfortable beds to sleep in. Every restful night spent here gives all the benefit of two full days of rest. If no one desires to be the keeper of the inn, then unseen servants (magical constructs) perform all routine tasks, something that strangers won’t find remarkable unless the owner of the inn (the purchaser) wishes it.

If Shameen & Shema are your companions, they will make the inn their home when they are not otherwise occupied with adventure.

The inn has an entrance from your warehouse, but also manifests physically in every jump that you go to and can be separately entered from the outside world. You can select the location if you have knowledge of where you are going, otherwise the inn chooses its own (appropriate) location. The entrance to your warehouse has all the normal protections such an entrance might. The extradimensional space that is the interior of the inn is indestructible, though the exterior manifestation in the jump could be destroyed normally. If so, this merely closes off that entrance. The inn will then re-manifest within a few days elsewhere in the jump.

The purchaser of the inn can exclude any being from entering the inn, or expel them at will (putting them outside the entrance to the inn).

If you pay 400 CP, then all Hero’s Tale Inns across settings are linked together on the interior, to a grand inn that grows grander with each setting added. (At a certain point, magic warps space so that travel within the inn is not impractical.) Patrons of the inn from every world may mingle together, though they cannot exit the inn into a world other than their own. No one will realize the multidimensional nature of the inn, rationalizing every odd thing away, unless the (one of the) purchaser(s) of the inn wills them to.

The only thing that may be shared between patrons from different settings is stories, advice and camaraderie: never physical objects or powers. Restorative or healing powers may be used on patrons from other worlds, provided that it does not leave any residual effects beyond restoration.

Erana’s Pool (400 CP; discounted with Magical Magnitude 2 AND Sorcerous Skill 2 AND either Path of the Paladin or Dashing Diplomacy 3)

Also called the pool of peace, this oasis of calm and coexistence was another of the Archmage Erana’s masterworks.

This purchase, first, gives you a warehouse add-on consisting of a three-acre plot of land. At the center is a half-acre shallow pool filled with the purest and sweetest water imaginable. Were one to drain the pool entirely, it would refill (from bubbling springs) within a couple days. The rest of the terrain is whatever natural environment you wish it to be. As Erana’s other works, no intentional violence is possible here, and you always feel at peace. Sleeping here gives restful sleep and sweet dreams.

Drinking the water restores one’s vigor and stamina; the water can be taken from the pool, but loses its potency after a day or so away. The water is also magically reactive; substituting it for normal water in potions and similar enhances the power of the magic somewhat, but only if the magic is not violent or offensive in nature.

Second, the one tied to the pool (the purchaser) can bless a location with the power of Erana through a one hour ritual, up to three acres in size. Whatever the environment is, a spring will rise up and fill a pool like the one described above, and the area around it will be filled with the same tranquility. They can do this at least once per jump. If a jump has multiple worlds, dimensions or realms, they can do it once for each. If they exceed this limit, the former location’s magic will fade. Finally, the one tied to the pool is much more magically powerful when using peace or harmony magic.

Items: Basic Gear

Basic Gear (one free)

A week of rations. One water canteen. One sturdy pack. One basic grooming kit. One basic first aid kit. One coarse, sturdy blanket.

Money (25 CP; one free)

Enough gold to stay in a decent inn for two weeks, including meals.

Heroing Outfit Mark 2 (one free)

You receive, complementary, a full set of genuine, original, heroing clothes! Three pairs of green socks, three pairs of heroic undies (with your choice of pattern!), one pair of bright purple pants, a blue vest, two white undershirts, black belt and black boots. All of the clothing is well made and quality, and seems to never wear or become dirty. It can be damaged and pierced normally, but somehow seems to be fine the next day. Brownies, maybe? If you are a centaur or liontaur, the pants are replaced with a fine tabard of the same color.

Shield (25 CP; one free with Armored Aptitude)

A finely balanced, well crafted and very sturdy steel shield (though not magical). Nothing short of an ogre will be even denting this. You would be able to afford a shield without too much trouble, but you’re unlikely to find something of this quality or durability.

Leather Armor (25 CP; one free with Armored Aptitude)

A well-made suit of quality leather armor made by the best tanners in the land. Once you’ve made a little cash, you’ll likely to be able to scrounge up some leather armor at one of the shops around, but nothing that fits you this well.

Chainmail (50 CP; discounted with Armored Aptitude*)

A high quality, tailored set of chainmail; this can be worn under an outer tunic, and covers torso, upper arms, thighs and includes a chainmail coif. Finding chainmail in setting is not impossible, but it is very expensive, and you’re not going to find anything that fits you as well as this. [*A jumper who purchases this at discount does not receive the Leather Armor they would otherwise get for free.]

Sword (25 CP each; free with Stunning Swordsmanship 1; shorter blade free with each rank of Dextrous Dispatchment)

A finely made sword crafted from steel of the best quality in the land, and better than anything you will easily find available for sale. It is extremely sharp when you get it, though not immune to dulling (at least not without the Marvelous Maintenance perk). There’s nothing magical about it, but it is perfectly balanced for your use, and is eminently enchantable if the opportunity arises. Includes a quality scabbard.

Long Dagger (25 CP; one free if you did not get a free Sword)
Strictly inferior to other blades, those without any combat skills at all may have to settle for this. This is well made, but not of the quality described above. Anyone is assumed to be able to use this without stabbing themselves in the foot.

Bow (25/50 CP; See Below)
Any standard type of (fantasy medieval-era) bow of choice, high quality materials and well made. A Fighter or Thief without the Masterful Marksman perk is competent but not particularly skilled with a bow. Includes quiver and 30 durable, excellent quality iron-tipped arrows good for at least several shots each, assuming you can retrieve them. For an additional 25CP, receive a magical quiver which has an unlimited supply of mundane but high-quality arrows. The bow is free with Masterful Marksman 1, and the quiver upgrade is free with Masterful Marksman 2.

5x Throwing Dagger (25 CP per set; one set free with Thrilling Throwing)
Well balanced throwing daggers, of similar quality to the swords above.

Thieves’ Guild License (100 CP; free with Roguish Rapport)
This serves as proof of membership in any thieves’ guild, or similar organization, of any setting, even if the group does not use licenses of any kind. Unlike the Roguish Rapport perk, this does not actually help you “fit in”, or help deflect suspicion in any way, it just establishes you as being a base-level member in these organizations. It’s up to you after that to maintain your cover.

Drawbacks

Gain up to +600 CP. “Heroic Plotline” and “A Shadow of Power” allow you to exceed this limit. Take additional drawbacks if you like, for no additional CP. Companions may not choose drawbacks.

One Hand Tied (+200 CP to you, +100 CP to affected companions)
Any exceptional powers or abilities you have are locked for the duration of this jump. Nothing beyond the **potential capability** of a normal human being in the “real world” is retained. Access to items from previous jumps is restricted to that which would be entirely mundane in this setting. If you have a prior sword, you can use it still, but it won’t have any magic powers. No magic spells, no superhuman thinking, no superhuman shagging, no extra lives, nada. The same applies to any companions. Further, companions that die are not restored until the end of the jump (except through in-setting magic).
The exception to this are perks and items purchased in this jump, or in the Quest for Glory 1 jump, which provide benefits as normal. Any memories or skills that are lost as a result are restored at the end of the jump. You *can* take this drawback, and the next one, even if this is your first jump.

Both Hands Tied (+200 CP to you, +100 CP to affected companions, requires One Hand Tied)
Your powers, and those of your companions, are further restricted. Skills, physical and mental capabilities, and abilities are fully reduced to those of an **average human being**. Further, you have zero access to any items from previous jumps, mundane or not, purchased with CP or not, and you cannot access your warehouse or any similar add-on. (You cannot ‘escape’ the setting.) The exception is perks and items *purchased* in this jump, or the Quest for Glory 1 jump, which are retained and apply fully.
You and your companions retain your memories of self, and past experiences, but cannot bring them to bear in this jump, unless that knowledge would be present in the jump already. For example, you have no capability to introduce gunpowder into this world. You could use archery skill you have acquired previously, but not beyond that of an average archer. Any memories or skills that are lost as a result are restored at the end of the jump.

Blank Slate (+100 CP)
Any previous knowledge you have of the Quest for Glory setting is removed for the duration of this jump, including knowledge granted by this document (You retain in-world knowledge from your background and/or, if you chose **Import**, in-world knowledge that you gained in the Quest for Glory 1 jump).

Narrow Talents (+100 CP)
For the duration of the jump, you may only make use of perks that are associated with your background, or General perks. (You may still *purchase* other perks, you just can’t use them). This also applies to pre-jump powers: you may only use any, e.g., stealth & agility powers if your background is Thief. You may only use charisma powers if your background is Protagonist, etc.

Heroic Plotline (+200 CP; +200 additional with Both Hands Tied; +200 additional with Blank Slate; does not count toward CP limit)
Maybe you were the hero of Spielberg, maybe not, but there are now two more kingdoms in need of one. Up for the job? This drawback makes a victory condition of the jump to complete the canonical role of the hero of Quest for Glory 2 and Quest for Glory 3.
First, in Shapeir you must defeat the four elementals that threaten Shapeir. Then, you must travel to Raseir and unravel the plot of Ad Avis, who seeks to release Iblis from his thousand year slumber. All of this must be done in a month or so, or it will be too late, and your chain will be over.
Traveling from there to Tarna by portal, you must then be instrumental in fostering peace between the Simbani and Leopardmen, and stopping the Demon Wizard from opening a portal to hell itself. There are perhaps two or three months before nothing can be done, and your chain will be over.
Normally Devon Aidendale would play the part for both of these, but if you select this drawback he will not succeed on his own. You can try and “team up” with him, though, and still fulfill the conditions of this drawback, as long as you play an active role.

If combined with Blank Slate, you will remember the prophecies (stated in Notes), and that you have to complete them, but none of the details spelled out in this drawback, or in the rest of the document.
Completing these plotlines will also allow you to proceed to the next Quest for Glory jump early. See the End section for details.

Heroic Progression (+100 CP; requires Heroic Plotline and One Hand Tied; +100 additional with Both Hands Tied)
Perks and items you buy here start at roughly one-third of their potency or quantity, as appropriate. They will gain in power as you (or the designated hero) progresses through the plotline. After completing the plot of Quest for Glory 2 (Shapier), they will be at roughly 2/3rds, with the remainder by the time you complete the plot of Quest for Glory 3. The same scaling applies to any companions.

Heroic Style (+100 CP; +50 to each companion also required to wear it)
Did you see the Heroing Outfit Mark 2 under Items? Yeah, for the duration of this jump, this is the only clothing you may wear. You must, at minimum, wear the full outfit at all times you are outside. In addition to the bold fashion statement, I hope you don’t plan to keep a low visual profile, or hide effectively in the jungle. Other gear, including armors in jump, may be used as long as the outfit remains predominantly visible.
You may vary between the styles of any of the first three Quest for Glory games. Tabard colors are brown, green and purple for Liontaur/Centaur.

Which Way Was It, Again? (+100 CP)
The streets and deserts of Shapeir are confusing for all newcomers, but *you* have absolutely no sense of direction. You will be consistently lost without someone to guide you, and the Fast Travel Map does not help.

Monster Mash (+100 CP; +100 additional with Both Hands Tied)

The deserts of Shapeir, and the jungle and savannah of Tarna, are not safe places to be, especially at night. Still, it’s not as if you are constantly under assault by monsters. That is, unless you take this drawback. If you do, the deserts of Shapeir will be crawling with ghouls, scorpions, jackalmen and terrorsauruses; you will also see more than just the one set of elementals. In Tarna, Crocmen, giant ants, flying cobras and dinos are everywhere. The demonic forces have leaked further into the jungle as well; expect to see demons, doppelgangers, demon worms and gargoyles.

All of them seem to be especially drawn to you.

A Punny Hell (+100 CP; +50 CP to each companion who has to regularly hear the puns)

Gloriana can be a punny place, but now it’s goddamn unbearable. Every two-bit shop-keeper and official is dropping bad puns and dad jokes right and left, never mind people like Erasmus. He might make blood come out of your ears (not literally). And the gnomes are absolutely *giddy*.

Any extraordinary resistance you might have to bad jokes is muted for the duration of your time here. You will have to suffer through it.

For double the CP, rather than just causing groans, the jokes do honest-to-god notable psychic damage, though only to you and your companions. It’s not likely to kill you, but it will be painful and weakening whenever you hear one. And hear them you *will*, no matter how many threats you make, or precautions you take.

Foreign Customs (+200 CP; +100 CP to companion who will be notably inconvenienced by these laws)

The laws of these lands are harsh, and you can expect their full weight to come down onto you and your companions. In Shapeir, there is something akin to Sharia Law in force. In Tarna, extreme and often violent views of honor and retribution reign supreme. Neither of these places is pleasant to live in, and you can expect to step on a lot of toes. The Outsider Obfuscation perk helps, but only so far.



EGA Life (+100 CP)

Hope you like bright colors! Now you get to see in... sixteen of them. For the duration of the jump everything is seen in a palette of sixteen colors, with some intensity adjustments (allowing for 64 total shades). It’s guaranteed not to cause physical damage to your eyes; psychological damage is another story. It will also make it harder to discern subtle differences in your surroundings.

In order to receive the CP from the following drawback, this must present a meaningful challenge to you. Being a challenge does ***not*** mean that it has to be a risk to your life, merely that it can’t be easily overcome, that it is unpleasant at times, and that it requires real effort (of some kind) on your part to resolve completely. Ad Avis/Iblis/Demon Wizard can be scaled up for this purpose *if necessary*. If there’s no way to imagine it scaling to be such a challenge to you, then you cannot receive the CP for choosing it.

A Shadow Of Power (+800 CP; cannot be combined with “Heroic Plotline”)

Only consider this drawback if you are already extremely powerful, otherwise you *will* lose. If you take either of the Hands Tied drawbacks, you *will* lose.

In addition to the below, take “Monster Mash” for no CP.

Something’s gone terribly wrong; Iblis is free! The legendary Djinn who once threatened the world itself has broken from his thousand year slumber, Ad Avis as his willing servant. Any who might have resisted Iblis’ might are either dead or driven into hiding. The Whirlish Dervish is a twisted monstrosity; Aziza has fled to the besieged halls of WIT; Rakeesh is locked into a dream of torment by Ad Avis’ magic. Elementals gather in countless swarms under Iblis’ control. Soon he will have enough power to realize his dream of complete conquest.

The moment you manage to defeat him, the disturbance of the act empowers the Demon Wizard of Tarna to complete his gate. The armies of hell begin to pour out into Tarna, beginning with the burning of the Mother of the World and the corruption of Erana’s Pool. Without you, they will inevitably pour across Gloriana, leaving nothing but wasteland in their path. If you go after the Demon Wizard first, the events simply happen in reverse order.

You have a new victory condition: defeat these threats, and ensure that both Tarna and Shapeir are on the path to full recovery

If you complete this drawback early, then you may proceed to the next Quest for Glory jump. See End for details.

Heroic Gameplay Mode

This section is about replicating the challenge of the original game as closely as possible given the abilities and structure of this jumpdoc. It does provide some additional rewards, but they are probably not “worth” the risk involved. Thus, this is mainly for the challenge of it, or for something interesting.

You may only choose Heroic Gameplay Mode if both of the following are true:

- You did Heroic Gameplay Mode in the Quest for Glory 1 jump, and deferred the spending of CP as described in that jump.
- You left that jump within a month after completing the plotline, using the provision to come early to this jump.
- You chose the **Import Character** option in this jump.

In Heroic Gameplay Mode, you have the following restrictions:

- Take the drawbacks One Hand Tied, Both Hands Tied, Heroic Plotline, and Heroic Progression for no CP.
- Devon Aidendale is not around. It’s on you, jumper.
- You may not take any other drawbacks.
- You do not receive an item or companion stipend. You *do* receive the 50 CP race stipend.
- You may only purchase items from the Basic Gear section; you receive free items as normal.
- You may not import companions, or “purchase” new companions (though you can still convince others in-world to journey or fight with you). No pre-jump companions or followers can join you in any way.

If you succeed in fulfilling the conditions of Heroic Plotline:

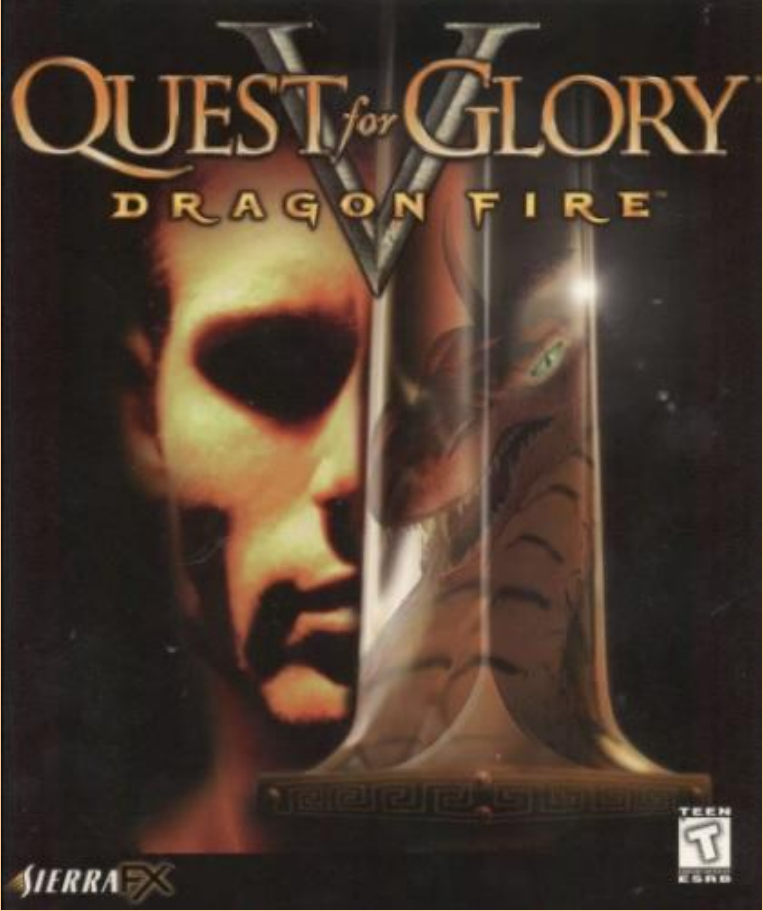
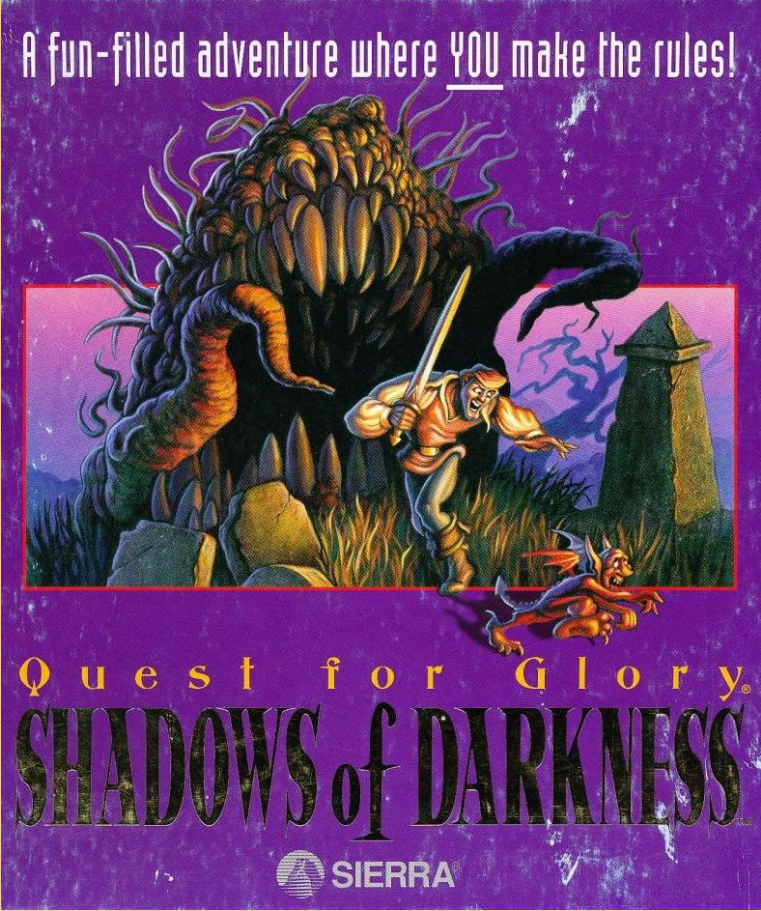
1. You immediately gain the following benefits for free. If you purchased any already, then you immediately get the CP that you paid for them.
 - Perks: Sweltering Swagger, and one of Professional Hero or Sonorous Storybook.
 - Items: Hero’s Tale Inn (400 CP version);
2. You receive the drawback CP that you “gave up” previously (1000 for each jump), and the companion (300+300) and item stipends (200+200) that you gave up, which you may immediately spend on their respective jumps, including importing companions and buying items. However...
3. ***IF*** you wish to continue with Heroic Gameplay Mode in the next Quest for Glory jump, you must defer spending this CP/importing companions, and you remain bound by the restrictions for the time being. You only have to defer CP/stipends from (2), not the rewards/reimbursement from (1).
4. When you finish Heroic Gameplay Mode in **all** Quest for Glory jumps that you wish to, you will be able to retroactively spend any and all deferred CP from these jumps. This should be spent on the respective jumps the CP is from with the discounts (if any) you had for those jumps, but if you transfer a couple hundred from one jump to another... well, you’ve earned it at that point.

END

If you completed the plotlines of the two games (either solo, or as part of a team effort), OR if you completed the conditions of A Shadow Of Power, you may choose to leave early to go to the next and final jump in the series, Quest for Glory 4-5.

Drawbacks will continue with you if it makes sense for the drawback (it's not something particular to these two games), until you've completed a total of ten years with the drawback. From this jump, that is One Hand Tied, Both Hands Tied, Blank Slate, Narrow Talents, Heroic Style, A Punny Hell. You *may* choose similar drawbacks in the next jump for CP, in which case the timer is 'reset' to a fresh ten years (they don't add).

If you choose not to leave early, or if the conditions to leave are not satisfied, you will be able to move on after surviving the standard ten years here, or head home with all your abilities and experiences so far. Or perhaps you wish to stay here? There's certainly much more to see. As a special exception, if you selected drawbacks with special goals which you failed to meet, but otherwise survived, you may still choose to stay here, even though the path to further jumps is blocked to you. If you want to continue in Gloriana, your next step is...



Notes

- If you want to, when selecting import/upgrade companions, you can “reserve” a slot for a companion you know you’ll be getting from a *future* Quest for Glory jump, and carry over the CP for them to immediately gain. (This was too complicated/finicky to include in that section.)

The Prophecy of Suleiman (Quest for Glory 2)

One thousand years and a Year, so shall Ibis be caught, In the tombstones of the City, where he and I once fought.
Until moonlight has been captured, twixt the Scorpion and Drake, Then comes a hero from the North, and ancient powers wake.

Led and followed by a Dark one, guide to deceit and despair, Passing through the Trial by Fire, Trials of Water, Earth, and Air;
Passing through the Door unopened, barrier that yields to none, By my name of Suleiman, So shall this be done!

Come at last unto betrayal, and to 'He who waits behind', Seek ye then to capture Ibis, 'ere he rises unconfined.
Else shall come the night eternal, Darkness overshadows Light, Unless a hero seeks the darkness, and restores the wrongs to right.

The Prophecy of Sekhmet (Quest for Glory 3)

"Thou hast unleashed the Darkness. And darkness encircles thee. Ye must walk a narrow path to bring back the light.
Let the first part of thy path be guided by friendship. Thy feet already walk upon this path. Two thou hast known before. Three thou shalt free. One thou hast brought low, then helped to rise again. One shall stand thy rival and thy friend.
The Sword shall cross thy path, and bonds shall be cut asunder.
Seek thou the least of guides to lead thee to the depths of darkness.
Now thou art Opener of the Way and all thy heart has called shall draw near to thee. Two shall stand and five shall follow to face their greatest foe in a battle they cannot win. For thou must walk alone to free them all.
Seek thee now the highest tower to find the Door to Darkness.
Living stone shall block thy way then bridge thee to thy foe. When thou hast destroyed the Master of Magics, then must thou close the Demon's Gate.
There thy powers shall be as naught, until thy greatest spell is broken. Then thou must close the Demon's Gate.
Make thy path above thy foe. To win thou must lose thy greatest treasure.
This is that which might yet be. Thy path is thine own to follow or not. Go forth now, bringer of light."

Version History

2.4: new non-beta release. 2.5: Drop-In background renamed 'Protagonist', to enable jumpers to make any background a “drop-in”. Protected Protagonist altered. Essential changed to Mortal Memo. Option to buy a version of the spellbook items at half price (compounding with discount) that is only readable/useable by the purchaser. Hero's Tale Inn discounts changed (some of the things giving a discount were cheaper than the discount they gave).
2.5.1 Added Thieves' Guild license from QfG1 jump to items. Clarifications about spending CP from Heroic Gaming Mode. Heroic Gaming Mode now allows spending on items in Basic Gear. Divided spells into “categories” to make Sorcerous Skill ‘make sense’ across jumps; modified Sorcerous Skill description to match. Clarified items could be purchased more than once. Fixes/typos.
2.5.2 Tried to make interactions between Heroic Plotline, fulfilling the prophecy, leaving the jump early, and drawbacks much clearer. Added as a condition of Heroic Gameplay Mode that Devon Aidendale isn't around, so you can't rely on him to save the day.