

Welcome, Jumper. Your coming was written in the stars, and we've known all about your coming here. We've planned for it, too.

Welcome to the world of Adarlan, of The Throne of Glass.

You will find this world is a deadly, brutal world. Only the strongest, absolute best survive. There have been hundreds, thousands of years for some, where they plotted, schemed and positioned. All those plans come into fruition while you are here. You start when Celaena Sardothien - an assassin in training and our protagonist, is fourteen years old. You will leave when she turns twenty-four. Things start happening in three years, until then... train. Study. Grow. Not doing so will see you left in the dust, and crushed underfoot of the coming war. After all, everything is in motion, and nothing you alone could do (1) would ever be able to stop the battle to come. Your age starts at  $1d8 + 15$ . Gender is the same as last Jump. 100cp to change either of these facts. Or both.

Will you fight the tide of darkness? Will you join it? Only time will decide. You have 1000cp and a choice.

Use them wisely.

# Starting Locations

Roll **1d8** to determine your starting location from the list below.

1. **Antica.**

Safe. The only place you can have magic, and not be hunted or enslaved or otherwise bedraggled. The best healers in the world. Its a political mess, though...

2. **Varse** -

The capital of Wendlyn - THE Naval powerhouse of the world. Wendlyn is with magic, though they have to fear the looming presence of Maeve, and Adarlan, mowing over their own continent, will likely look east, next.

3. **Doraniell.** -

Maeve's land. She doesn't like uninvited guests, and you are certainly not invited. I recommend leaving. Yesterday.

4. **The Red Desert.**

Deadly Assassins all over the place, no magic, and generally inhospitable. Enjoy!

5. **Morath.**

Here there be Witches. Unfriendly Witches. I suggest you to run away.

6. **Endovier.**

No one has escaped alive. Most don't survive a month. The longest living prisoner ever will be here in a few years. She even attempts to have herself killed during her stay. Security isn't super tight yet, though. They don't think anyone good enough to escape is here. Can you prove them wrong? We'll see...

7. **Rifthold.**

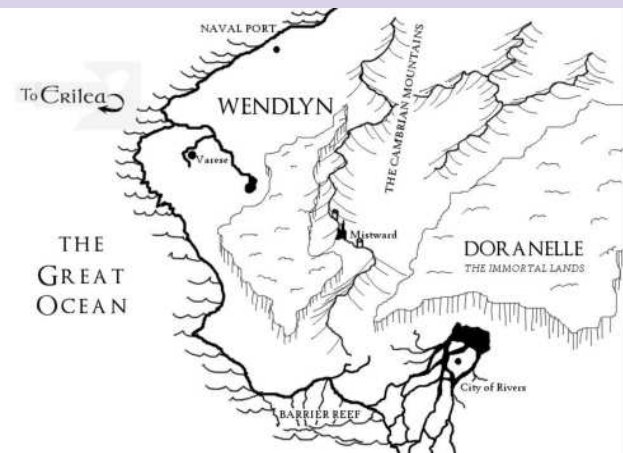
I haven't the foggiest if this is Very good or very bad. A lot can be done

here, but this is the most dangerous place to be. Going anywhere could kill you. Be careful in the magicless demon filled (they look human!) capital.

8. Free choice. *Pick your poison.*

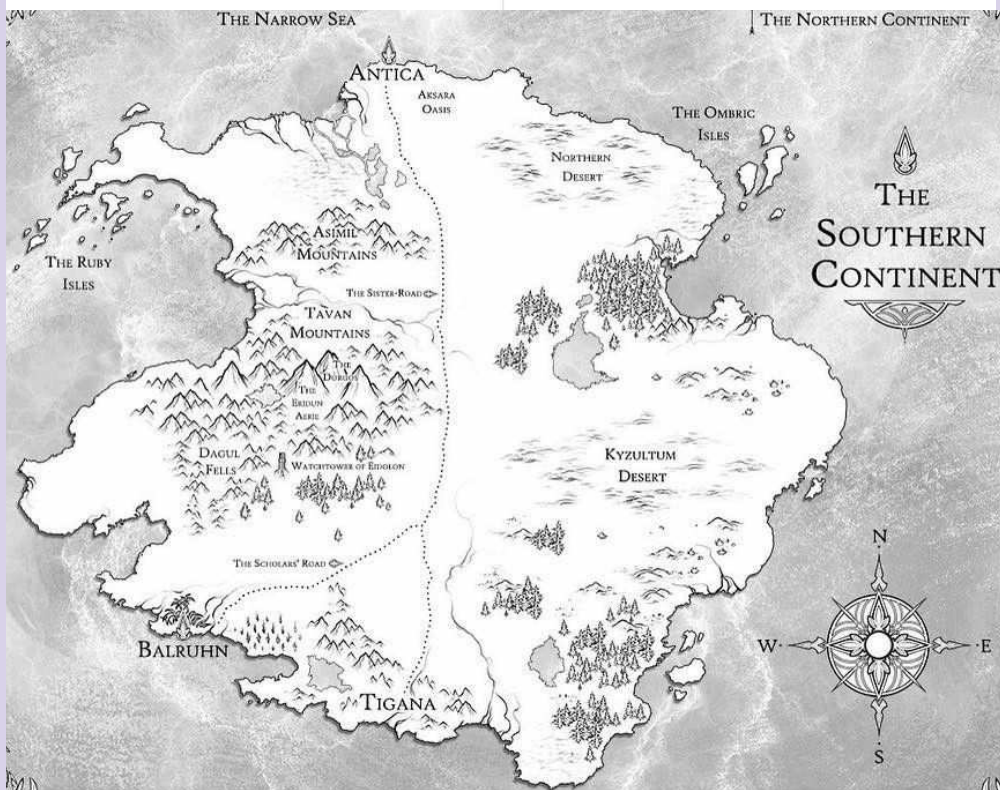


## World Map



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TLDR - the continent over here is likely as big / bigger than the other two, (IE they're the americas, this is europe/asia) we don't know how big though. We only saw this bit and after that... nothing. It could be that my guess above is doing what we see a disservice, but the main character in the books WALKED half of that in like 6 days, for half she was starved, half drunk and injured. She needed a ship for weeks to get from halfway across the continent to "Barely into Elwyll." I think it's safe to guess that what we know of the east is minimalistic and leave it at that. We know there's a desert to the southeast and a lot of forest to the east. That's all, though. Sorry I can't help more here. More for you to explore! Remember Jumpers - Fanwank responsibly!



# Races

## Human - FREE

Generic boring human. You are accepted wherever you go in this world, it's simple. As long as we ignore the Fey dominated lands, but really we know all too little about those areas, anyways. Humans are vastly more numerous than any other race. For 100 cp Humans can gain knowledge of how to train your magic should you have some. In this world, that alone is worth its weight in gold.



## Fey - 100 CP

Ageless, your people tend to the artistic fields, rarely branching out. You, at a young age felt drawn to and practiced an art. This could be any art, from cooking, to ruling. People may look at you a bit odd. For 100cp elves gain a useful alternate form - a hawk for scouting, or a human form for blending in. Your alternate form - as all fey have - is uniquely useful, you can choose any non-innately magical entity, and take its form. You get one choice. Ever. Oh, and you're innately magical. How much varies, but it's worth mentioning!





## witch -100CP

You have no magic - you never will. You are just better at everything else, to compensate. For 200CP you gain training as the heir to a clan of witches, and are vastly superior physically, and mentally to most any other witch. Your bloodline ensured it. Why, you *can* even do some magic, it seems..



## Origins

But who are you? A lone wanderer, great warrior, lost noble, or maybe even one of the few, true assassins in this world?

### Assassin - 100cp

Trained by the finest, you are a master of stealth, of shadow. You move silently, kill silently and have more than just a few sharp tricks up your sleeve..

### Lord - 100cp

You were raised with the finest, the silver spoon residing in your mouth. Truly, you are a purebred noble. You have allies and enemies across the board, but no avenues are closed, yet...

### Warrior - 100cp

You are one of the honored warriors, and are trained in the old ways. Few could match your blade, fewer could match your stamina. From the low plains of a killing field, your star rises.

### Wanderer. - FREE

You awaken on a path, alone. A simple camp set up around you and near your starting locale. You don't remember anything, and no one seems to remember you either. How odd...



# Perks.

(Perks are discounted for their background unless otherwise noted.)

## Assassin Perks -

### Don't Blink. - 100cp / Free for Assassins.

Basic training in how to kill - you are an expert at getting in and killing your target, all the while keeping your identity a secret. Professional killer.

### My Art - 200cp

You have been trained to specialize in one type of assassination, and excel in that area. This could be in silent kills, or showy kills that make statements. If it is a way to kill, you can specialize in it,

### Is Death - 400cp

You are a recognized master assassin, able to identify all poisons with a glance and wiff. You have the ability to kill from 100 yards or in melee. You are silent death incarnate, able to kill whole rooms of opponents - when they are surprised - easily. With some difficulty if they aren't surprised.

### Want to See? -600cp

You have mixed Heritage, and this manifests as either extremely powerful physical or minor magical blessings. Either way you have a large advantage in combat.

## Lord Perks -

### Welcome! 100cp / Free for Lords.

You have expert etiquette, and flawless control of your facial expressions. You also have the ability to seduce the opposite sex, though this isn't useful for more than one-night-flings.

### The Free - 200cp

You get away with far and away more than you have any right to get away with. Maeve lets you walk away instead of having her cadre kill you.

### Lordlings Luck - 400cp

You have extreme luck. When you need to go somewhere quickly, you find a secret passageway that is faster. When you need help, someone who can help you exactly as you need stumbles into your life. This merely makes you get the chances, it doesn't make sure they go in your favor...

### Never Falters - 600cp

You come from a major, ruling bloodline. You have some of the strength that led your family to rule - magical power, you have a leg up on the rest. Your magic is far more powerful than almost any other. This is maxes at a limited pool of raw magic, like Dorian (Jr.). before he had training in magic - powerful blasts of all magic types, and force hands. You have a limit, though, unlike him.





## Warrior Perks -

### The Long Arm - 100cp / Free - Warriors

The arm and the might of the armies that rule, you have been trained to handle all kinds of weapons, armor, and know everything about the terrain in the country you hail from. In straight up combat between equals, you would win, most times.

### Of the Killing Calm - 200cp

You have mastered the killing calm - and when you enter it, you are a cold efficient killer. Entering this state puts you above most other warriors. You are likely able to take on at least three normal men at once.

### Born of War - 400cp

You are a master strategist. You make plans that could win you a battle you have no right winning. A force of 100 could best an army of 1000 with you at their head.

### Death's Hand - 600cp

On the killing field, you can feel a presence guide you from your foes blades, and you are never surprised by your foes coming. You always have enough warning from whomever your sponsor is to prepare. You are feared as one of the greatest warriors alive. You can even manifest magical barriers and weapons to bring yourself to victory.

## wanderer Perks -

### Come In! - 100cp / Free for Wanderers.

Your skills at seduction, and subterfuge, are second to none. You can make anyone think you're innocent and harmless, or have the best intentions for them while you drain their fortunes. You have all the basic training of a host or hostess, such as Archer or Lysandra.

### We Have Everything Here - 200cp.

You have an expert's knowledge of how animals and plants work, able to make poultices and remedies from parts of even the most exotic of sources. The pinnacle of magicless healing.

### Even the Ability to Cure Any Wound... - 400cp

You have a gift of the Healer. You could heal nearly anything, given time. You could even fix spinal injuries, and paralyzation, though those take time. Brain injuries are possible, but insanely complex. It will take at least five years of constant study to get to that point. Maybe, you could find a way to cure even the stain of darkness that blights this land?

### ... For We Can Cause Any Wound. - 600cp

You can shapechange into anything you have studied. This ability is limited to a certain point - you cannot become larger than a Wyvern, and you cannot become smaller than an otter. Wyverns have 25ft wingspans, and are 20 feet long, at most.



## Miscellaneous Perks -

### Beauty -100cp

"Hello beautiful..." Best get used to hearing that. You are beautiful. Absolutely stunning, really. When you try, you are simply irresistible.

### Is Knowledge -200cp

You have knowledge of basic Wyrdmark configurations, and can learn more with time. You can banish summoned creatures, and create defenses against them. You can read Wyrd fluently.

### Granted Power -400cp

You have the knowledge, skill and willpower to summon demons, such as the Ridderack, from other realms, and make bargains. Doing so is very noticeable to those who can sense such things, however. One deal made was freedom on the planet for the power of those the Demon killed - only the summoner was an invalid target.

### Such Terrible Power. -600cp

Capstone Booster. You are elevated to the level of the protagonists with this - Your 600 CP skills receive buffs, see "Capstone booser" Section in each perk. Taking this gives "The interest of Maeve" Drawback for no CP.

# Capstone Boosters

**Assassin**. - I am the Final Judgment.

You get the full benefits of the Fey and Mortal races, along with truly powerful magic. Your ceiling? You probably won't ever stop growing magically. Your magic has a bottom, but you *can* push past. The boost is great, but absolutely exhausting. It could even kill you, if you are not very careful, or have someone who can pull you out.

**Lord** - Never Ending.

You have the absolute, uncapped potential of your bloodline. Mastering Magics will take time, but your magic is truly bottomless. As well you will never, ever, reach the true bottom of. You can burn out, though. Your mortal body can only handle so much power...

**Warrior** - Never Stopping.

Your battle sense is undeniably the greatest alive. Your skill with your weapon of choice is unmatched, and even with weapons you aren't so skilled in, you make masters of the weapon look like fools with the sheer experience you have. You are a one-man-army, now.

**Wanderer** - Never Dying.

You can just change into anything you have ever heard of. Seeing pictures, carvings and the like helps. Your shape shifting is unlimited, however. The larger the more taxing. You can transform into anything you could think of, however. You will find that you don't copy Magic, though, as that is a unique signature to every being. You'd need to change your soul to get there. If you could somehow do that, though...

# Items

100cp - Blade. Free **Witch**, Free **Assassin**.

The thing that will solve 90% of your problems. Almost unbreakable, and can cut even stone. Don't try to cut down any keeps or castles, though...

100cp - Tools. Free **Fae**, Free **wanderer**.

You have the tools to do whatever you are best at. From painting to potion making, you have a mastercrafted set that produces the finest quality for your arts. If you know no trade or art, you get a detailed notebook on whatever trade interests you. With time, study and practice you will become a master. A project, if you will.

100cp - A Fat Sack of Gold. Free **Human** and **Noble**, 4x if both.

You have enough money to buy a manor in the country, or a nice home in a capitol. You could live pretty easily on this. Or pay off debts...

100cp - Clothes Maketh the Man.

Clothes, disguises and anything else you will need to fit in anywhere in this world.

100cp - Tricks, traps and proofs.

You have paperwork for a second identity, hair dye, poison and anything else you would need if you get caught in the act.

200cp - Assassin Suit. Discount **Assassin**.

The perfect suit for silent death. Hidden blades everywhere, and not a whisper of sound. Black, silken, silent, death...



## 200cp - Sigil - Discount Lord.

A Sigil showing your rank, this sigil will earn you into almost any room or place that is locked behind privilege. Which, you may find, is quite a lot - here.

## 200cp - Mark of Mastery. - Discount wanderer.

This is a Mark that will get you anywhere Privilege won't. You are now marked with one of the marks of a master smuggler. This doubles as a mark of a master host/hostess. People pay you to have lunch with you, and happily accept you into their homes. What privilege won't buy you, *this* will.

## 200cp - Maps of the War King. - Discount warrior.

You have maps, that as long as you have intelligence about where your foes are - hope you have good scouts - you know how many and how powerful they are. Roughly. This is best for battles with less than 500 foes, and is inaccurate above that, as the magic was not made for clashing kingdoms, but crushing resistance.

## Fire Bombs - 200cp

The bombs that can destroy anything. Even the Wyrd. Beware.

## The Codex - 400cp Discount Lord and wanderer.

How to Write Wyrdmarks. The complete guide. As though Nehemia had written the thing. From the most basic to the most terribly advanced.

## The Sword - 400cp Discount warrior and Assassin.

A legendary blade - it does not break, can cut anything and amplifies your powers, slightly. You may import a weapon to get these powers.

## A Home - 400cp

A place to call home. It can be a temple, keep, or it can be a guildhouse. Whatever you like, as long as it isn't, so big or noteworthy as a castle.

## Wyrddkey -600cp

One of the original 3, or a new one. It is the best conductor of any power, period. Everyone wants one, and will do anything to get one. How the hell do you use it, though?

## Antimagic Field Generator. - 600cp

All abilities that are more than medieval Warfare fail before this device. No flight, no magic, no nothing. Guns jam. Everything fails. Just you, your sword, and your grit. If you use this nothing is exempt from the rules. Even Gods, lose all power before this device. The ultimate playing field equalizer. It works in a radius of 100 miles. It was designed to blot out a continent, after all.

Keep it away from the firebombs, though.

# Mounts

Loyal Horse - 100cp - Discount, Assassin, Lord, warrior.

A good, hardy horse. It gets you everywhere 5x faster than walking or running could.

Wyvern. -300cp - Discount, witch.

You get a Wyvern. These things are stronger than most men. Hell - it's stronger than most people (man fey or Witch!) period. They break Castle walls with some effort.

Sea Dragon - 600cp -Discount wanderer

The apex predator of the oceans. These things win any naval combat encounter. One Sea Dragon versus an entire fleet of hundreds? I bet on the Sea Dragon. Rowan, Lorcan and the rest of the finest warriors this world has to offer would balk at one of these. Together, on land, they might win. In the oceans, they would likely lose. No one has seen any of these in hundreds of years. Having one of them is as good as making you the penultimate ruler of the seas. It can also fly out of water, but that leaves it weak to arrows, and other projectiles. This is truly the fiercest beast you will see, in this world and almost any other. I'm willing to bet.

You won't get this form for shapeshifting without seeing one, not one as strong as this, anyways.

# Drawbacks.

Go nuts. Remember, drawbacks override perks....

## Uncouth. +100cp

You have no manners, and you have a hard time controlling your emotions.

## Bad reputation. +100cp

People know you, and due to some past slight, real or perceived, they don't like you. You can overcome this, but it is a lengthy process.

## Unknown +100cp - can't be taken with Bad reputation.

No one knows who the hell you are. They treat you like a peasant, and generally disrespect you. The lords seal? You stole it! The mark of a Host? A forgery!

## Maeve's interest. +200cp

Maeve is VERY interested in gaining you as a retainer until the day you die. Willing to do nearly anything to gain your unending fealty. Can be bumped to +300, if she has been planning this for hundreds of years and is ready for all powers you possess, from this jump and all others. If you take the 300cp drawback and she knows you're too much for her - she'll give her brother and husband a ring just to distract you while she conjures something / escapes to where you can't get her and she can / will trap you / kill you / enslave you. If you take this, she will always give you a trap which is scaled to the you who starts this jump, and you will not be able to figure out anything about it until you're in the heart of it.

## No emotions. +200cp

You feel absolutely nothing, at all. People notice. They really don't trust the person who is so cold. You are VERY off-putting to be around

## Witch-Killer. +200cp

If a witch other than Mannon and her Seven see you (after certain events, anyways..), they attack you on sight, detecting somehow you are a witch-killer. Every witch is known to be far better than most any mortal, and better even than some fey in basically every way. They, as a race, slew the strongest magical kingdom for what amounts to a minor ruling dispute. They are VERY "All or nothing" as a race. Yes. Even if you're a witch.

## Hunted. +300cp

Fey the world over are hunting you, for you have affronted Maeve in some way that she will never forgive. They will try to catch you alive, unless you prove a threat to their hides, then they will let loose and try to kill you. This affects all Fey, save those not directly under control or under the rule of Maeve. This is a very, VERY short list.

## Erawan wants YOU!! +300cp

Dead. He wants you dead. He is sending small fry at first - a few demons here or there, but when you prove resistant, he sends legions of the things at you, making special breeds of monster and summoning things unseen ever before just to kill you. Eventually he will send three Valg Princes after you, with three Wyrdhound mounts. These are beings the 12 "gods" would have to team up to kill permanently. You might banish them for a time... but they'll come back. Again, and again. Until either you banish Erawan, the gods and everything else - or you die.

## No aid. +300

The southern continent, Terrassen and Elwylle will never be of any aid. Even the pirate king, and all those who owe Aelin will not come. It is just you, and your ragtag group against Erawan, and, unless you're REALLY good, Maeve. Welcome to World War, World vs You.



## A New Flame in the Dark. +800cp

Aelin died when she was a girl, having never come into possession of the Amulet of Orynth. You must do what she is no longer present to do. Failing to save the world is a failure. If Rowan, Dorian (II), Lorcan, or Elide die, you fail. If Maeve or Erawan or Dorian Havilliard I get the three Wyrddkeys your jump fails. Good luck, you'll need it. Don't forget, one of them have two of those things already. Because Aelin didn't get the one he came for in her country home.

## Darkness, Together. +800cp

Erawan, Maeve and Dorian Havilliard I team up, the second Celaena Sardothien leaves Daranielle. Maeve and Erawan being the rulers while Dorian will be their commander, marching dimension to dimension, conquering all worlds. Unless you stop them. Failing to do so results in the end of the chain, of course. Killing them, and having an end result where Aelin, or any of the surviving cast die, is also a failure. Oh, and they will call in help if needed. They have a few more they can call up for aid. The Darkness, it seems, is making its move!

# Scenarios.

(If you want more hot action - well I guess here you are! You get to pick ONE. They are VERY dangerous. These are for experienced jumpers. No one in-setting could complete these.)

## The Hunter -

There is one beast, so mighty, all heroes flee before it. There are stories of how heroes who conquered the known world fled before this beast.

Trapped beneath the mountain it came into this world from - it waits, hungering, unable to die. You have taken it upon yourself to kill this mighty beast. The only issue? No one has seen, or at least seems to know where the beast is. Legends put it on the eastern continent, somewhere in the mountains. Problem with that is, the mountain chain covers the whole of the continent - north to south and has branches heading eastward and westward every hundred or so miles! It's insane! Even if you go into the mountains, you may inevitably draw the attention of the monsters that live there.

What's a few monsters, you ask? Well Skinwalkers, and others from the dark court of Fey. Maeve's Cadre is also likely in this area, protecting the realm from trespassers. There are also rumors that there are other things about - taking humans and fey alike from their homes. Only those no one would miss - and eating their souls. The disappearances are very few and far between. Almost no one has noticed, but the most paranoid of people. The rumors come to your ears, the Darkness of night. You find no one stays out past 9pm anymore.

That could resolve itself, but it would likely take years. You might have that time, but messes tend to be cleaned up slowly, as the Fey couldn't care less about rejects and humans. So... You'll probably have to deal with that, too.

Of course, even should you find this beast, only one wound was ever inflicted upon it - a great warrior went there to die, and as he was swallowed he threw his blade in its eye, rendering the beast blind, partially.

If you manage to finish the job you get access to its lair - and another prize aside all the money (millions of gold, legendary weapons and armor, you get the picture) There are 2 weapons that stand out - they are equivalent to "The Blade" and are monuments to those who came - and failed - before you. They are as purchased here, along with least one of any weapons you could dream up from medieval combat that is of similar quality. If you want a Halberd - go nuts!

You even find a shrine to the Goddess Deanna, as well. It blesses you with the following perk, and the ability to stay however long you wish -

### Chosen of the Hunt -

You have slain a beast of legend, and for that Deanna marks you as her chosen hunter. When you are hunting or tracking something you never lose the trail. No magic, no amount of stealth and no amount of speed can outpace you. You will catch up. Eventually. You can feel them in your mind, how far, in what direction and how fast they are moving.

You can hunt three beings at a time. Upon slaying your hunted enemy, you get whatever the most valuable part of them is pre-rendered. Ready for sale. This also gives you any components for crafting the beast may have rendered from them. This includes but is not limited to bones, eyes, and blood, all bottled and ready for use. The perfect boon for a hunter.

## My world.

When you look across this world, you see not the darkness, nor the light, but a world to be conquered. You could quietly play games, waiting for Celaena to get strong enough or you could go out and do it yourself - conquer the world. You would have three, immediate problems.

Wendlyn and Doranelle. are still in perfect fighting condition, and ready for war. They are some of the finest warriors alive, and are nearly impossible to break onto the shores of.

Adarlan, her armies swelling with levies, conquered slaves and the unstoppable king and his monsters. They sweep across the continent in the west slowly and unstoppably.

Antica and the Southern continent are the premier air-cavalry. They also have very good naval and on-land armies. They have the finest healers and the most defensible place. Allies all over, and the whole of their continent is theirs. Indeed, this will be a hard-breach,

What do you do? Well, I recommend earning allies in those who are yet independent. The rulers of the Wastes, the Red Assassins and many other powerful groups are at large, with no allegiances. Should you win them over, you would have your army - your navy and even some air-cavalry. You get an extra five years to fulfill your goals, but the longer you take, the more allies Celaena gains. By the age of 21 years, she will be the preeminent ruler of the world, and be virtually unconquerable. If you could assimilate her under you somehow that would work, but, let me tell you this. She has never followed anyone, at least no one still alive.

Should you manage to conquer all the known world you will gain the following perk, and any two 400cp of lower item for free.

## The undisputed -

Everyone and everything knows, deep down, you are someone to respect and listen to. You have done great things, and will only live to do greater still.

When you are on a quest to do something, you gain a hypercompetence about that thing. Understanding far more angles than others would consider, and being able to plan for everything at once. When you make a move, it is flawless. You will never lose a game of strategy again. You could use even the most miniscule of advantages to turn an unwinnable fight into one you could walk away from, with losses yes, but the victor.

The drawback is this can only be used once per jump, and if you deviate from the plan at all, it may not work. It will always pick the most efficient path, regardless of how gory, or difficult it is. This perk cares not for your morals or anything else. It simply lets you find the path to win any one engagement you want. The path may not be something you are willing to do. Do the ends justify the means, Jumper?



## My People will be Free!

Congratulations! You now start in Elwylle, in the capital city. You are one of the Royal children, and you have just been born. By the time you come into your power / turn the age you rolled, you get to watch the rise of the armies of Adarlan, and then watch as they rape your homeland and send your people to their prisons. Your sister Nehemia seems set to go to the capitol of these dogs, and has left you with a goal. While she is gone, you are to make sure Elwylle is freed.

With no outside assistance you must find a way to free the country of the Dogs of Adarlan and end their slavery camps. You can't just go kill all the enemies, either. You must make sure that they are able to repel attacks anyone else may launch on them. To stay free.

If you free your people, you gain complete knowledge of Wyrddmarks and how they work, as though you had all perks about and relating to them, with at least ten years of in world study with the absolute masters of the craft.

Notes - Read if you don't know jack about the setting. Just saying you took a drawback and don't know what it was doesn't fly here.

If you destroy the planet or similar - You could. It wouldn't be a very fun jump thereafter, but you could. The Gods would be mad, and likely come for your ass, and they're NOT something you want after you. They're planet busting in my estimation - probably Starbusting if we're being real. The main antagonists (and protagonists) in this book have one perk tree or the other - capstone boosted - for most of them. You don't need it to be important. Aedon got by with a few here and there, and he was arguably the third most important character, plot wise!

In the end if you want a hard jump that'll really make you grind, taking a drawback where Maeve does not like you is a VERY major drawback, indeed. Erawan is on the level of multiple gods. One goddess sacrificed herself to get rid of him. It only lasted like 1000 years, and that's not a lot, really. This jump is ~~deadly~~ if you aren't able to destroy cities. Just about everyone you'd actually fight can - one character sacked herself and imploded her magic (which was basically just "vaporize what it touches" but she didn't have huge reserves) and she destroyed a mountain. Protags have more power, as do the antagonists. People who can't just implode a mountain due to lack of control and use of magic, well, they have things that resist all your powers and its just annoying. :)

Wyrdblocks are like Seals from Naruto by my approximation. You can do anything with them but they are infinitely complex. I'd be willing to say if you took perks to make you better at sealing / rune carving / etc you would do better, but there is no mechanically similar thing, and the only masters of the Wyrdblock we see either die or would never teach anyone. The perks are the only reliable way to get the Wyrdblocks down unless you want to play games and maybe ruin everything. Something like Nehemia not dying would make it so Celaena never gets the drive to actually become what is

needed to save the world. This is kinda the whole point. Are the ends worth the means?

Another note is that some people CAN and DO things that LOL NOPE your magic / powers. They force you to fight in melee where they are strongest. Anywhere on Adarlan (The main continent) is completely powerless except for medieval warfare until one of the towers is destroyed. Those towers were made to be indestructible. They are VERY successful.

If you want Magic, and not to be hunted, Antica is your place to BE. Everywhere else kills magic users - or sends them to get picked up by Maeve. Antica will see you looked at oddly and be either sent to healer school, or recruited by the armies. There are worse fates.

Shape Changing counts as magic. If you go in an alternate form to where there is no Magic, you can't shapechange until you get back into open magic land. Lysandra was stuck in a perfect seductress body and was enslaved for it, so be careful as to what forms you take. I don't think you want to be a squirrel until you manage to get off the continent.

We only hear one of the Gods described, ever. She was described as having literally infinite power and perfect control. She was about to blip a city with a wave of her hand like a DBZ character. Considering this world has people who \*if they try really hard\* can destroy a city, casual handwave city destruction, with a side of "that took absolutely nothing out of my energy" is what you're fighting, there. Probably about as strong as Frieza or Cell, then, and there are 12 of these, and she, as far as I gather, isn't the strongest. Just the one who likes killing the most.

Erawan isn't this strong raw power wise - but he can actually fight these beings reasonably. The gods say they'd go to their world and tear him apart for all the Wyrddkeys, basically. Too bad there are like 8 other beings who are as strong / Stronger than Erawan - such as...

Maeve. Whatever you do, Maeve is not a fight you want to take. She will, in advance, figure out your ideals and what you honor and use it against you. She is a hypercompetent super powerful mage who has been alive and testing / growing herself for well over 1000 years (probably closer to 10x that). She has at least the whole Assassin and Lord perk line, and likely most of the Warrior and Wanderer lines. She is also the foremost master of the Wyrd, having pulled the Wyrdkeys out of the gate herself. (to be stolen by her brother, what a twist!) She is stronger than Erawan, too, and is regularly called the sister of two of the twelve gods. (Spoiler, she's the reason BOTH of them died originally, and is the reason one of them lost divinity and is now reincarnating endlessly! She's insane! Also she has a husband and a brother who are STRONGER THAN HER if she gets in THAT much trouble. FUN! I'd estimate they're probably about Goku Level after the Buu saga (her husband and brother) if you want a measuring stick.) Good luck! If you take the 300cp drawback and she knows you're too much for her - she'll give them a ring just to distract you while she conjures something / escapes to where you can't get her and she can / will trap you / kill you / enslave you.

Changelog- V0.0.2

Fixed some typos - added color coding, and fixed up some wording.

Added some images.

Made another version that is not cursive.

Added notes for people who are not familiar with the setting.

Plans for 0.1.1

Scenarios. I have three in mind but am working on them.

Put any feedback I get in / fix any errors. I've found like 50, I swear.

V0.1.1

Jump ready - uploading to the drive. Still need more pictures but I just proofread it and added more notes / clipped others to make things better.