

Dwarf Fortress



1.4 Lazy Newb Edition

By Toriko

Armok, the God of Blood, is just about the only constant in these chaotic random universes. A general sense of conflict keeps Armok appeased - when the universe becomes too boring it is set on the anvil of creation to be reforged.

The destruction of the world by Armok will arise inevitably in most game worlds. As civilizations spread and the frontier closes, the world will start to look homogeneous. Armok, looking upon this decadence in disgust, will reform the world. Basically, when the universe has become too boring, it will be changed.

Long story short, Jump-Chan is loaning you to Armok cause they both thought it would be hilarious. Try to keep Armok amused. Things get bad when he gets bored.

Remember that everything gets destroyed in the end when Armok remakes the world. Nothing lasts forever.

+1000CP to Spend on Perks, Items and Terrain

---Win Conditions---

Choose a single condition for the duration of your stay and can leave when its finished.

New Game: Kick around the world for 10 years and then you can leave as usual!

Put to the Hammer: Must take War! Drawback and must now put the chosen race to extinction.

Built To Last: You have to start a Fort of your own and make sure it lasts 100 Years without falling. Should all your residents die or become incapacitated, the Fort is lost and you must either Reclaim it or start anew. Must take Who Let the Beasts Out?!

---Origins---

Drop In: Free

No pesky memories and no attachments. You get to drop in the same age and species as your last Jump if you want. It can't be any weirder than what's already here. Or can it?

Immigrant: Free

You get to start by joining as a founding member of a new Fort or join a Fort that is already established. Don't expect to be liked because you'll probably be like the rest of the useless immigrants and be like the fiftieth Cheese Maker. You can't possibly be useful, right?

Expedition Leader: 100 CP

Not sure what you did to get this awefu---amazing opportunity but you get to lead your very own expedition into the wilds to start a new Fort!

Adventurer: 100 CP

It's dangerous to go alone. Take a weapon you idiot. Maybe some friends with weapons too. Just remember to find someplace to sleep at night or the Boogie Men will get you.

Noble: 200 CP

You were born with a silver spoon in your mouth---or maybe it was gold. Possibly obsidian and seashell. Anyways, you were born into wealth and the ruling class. It's your duty to lead these brave people to---hehe---the brave---hahaha...Okay. Can't keep a straight face. You are going to ruin everything and probably die horribly.

---Starting Location---

Location: This is where you will start your adventure or Fort. The world is remade fairly often so every Fort will be different to a degree. Roll 1d8 to find your starting location or pay 50 CP to choose your start.

1: Forest – A temperate forest where you'll encounter deer, bear, other various woodland critters and flora like wild berries. Wood is abundant but stone may be a bit harder to come by on the surface.

2: Jungle – A steamy jungle filled with gnats, mosquitoes and monkeys. Beware tigers and snakes! Wood is abundant and some fruits may be found here. Be mindful of sickness here since its damp.

3: Plains – Wide open plains where you get to see everything around you. Lots of grass and maybe some wild berries and veggies. Expect horses, coyotes, and various rodents. You won't see a whole lot of trees or surface stone. At the least you have greater chance of spotting enemies before they attack.

4: Mountains – Ah! Stone everywhere! The perfect place to set up a fortress since you can just carve straight into the mountain! Expect few trees here and some wild berries. Goats, Eagles and the like roam here. Best source of stone, metals and gems right off the bat.

5: Desert – Not a whole lot out here except sand. Maybe you really like sand? Who knows? Not much in the way of trees or large animals but maybe that is a good thing? Depending where you end up, you could not have any grass here so live-stock might not be an option. Very scarce in wood. Good luck.

6: Coastal – A long stretch of beach somewhere in the world! Lots of sand, salt water, and fishing to be done here! Maybe you can find a use for all the drift wood that floats ashore. Surfs up!

7: Hills – Long stretches of rolling hills make it hard to see anywhere unless you are on the tallest hill but who knows what might be sneaking about. Its no mountain but starting an early fortress here is much easier since you can dig straight into the hillside. Horses, deer, wild dogs and all sorts of critters abound here. Might not be much in the way of wood or immediate stone though.

8: Choose! Lucky you! Choose someplace to start! Feeling adventurous? Try starting Underground!

---World Features---

--These apply only to this Jump and are to help give you a little boost.--

Bonus CP gained here doesn't count towards Drawbacks. If you really want to start in an Evil Glacial Zone then you need all the help you can get.

Biome Buddies – 100 CP

Choose another starting point. You get to mix your starting point and the second. This allows for coastal plains, desert forests and jungle mountain ranges. Mix any two different terrains. This can be taken multiple times and splits your starting area into roughly equal parts of each taken.

A River Flows Through It – 50 CP

You have a source of fresh water where you plan to set up be it a stream, creak, river or even one or more springs. It might freeze in the winter. If you take Glacier then its somewhere deep underground.

Delicious Liquid Magma – 200 CP

You start with a volcano near your fort. Who doesn't want to spend their CP on a volcano? If taken with A River Flows Through It, you can have Hot Springs for free.

Good Aligned Terrain – 300 CP

Good biomes tend to have less aggressive and weaker creatures, except for the unicorn. The Unicorn will wreck your shit. Good regions also support the wild sun berry, which makes the best alcohol in the game. You will find a variety of interesting creatures here like Gnomes, Satyr and Merpersons if near water. Also expect various vermin such as pixies and fairies to bother you.

Evil Aligned Terrain – +200 CP

Oh, fancy yourself a bit of a bad-ass, eh? Maybe you like a bit of a challenge? Well here you have it. Evil ground will never produce edible food in the wild, is riddled with undead and anything that dies on Evil ground will come back as undead. Even cast off parts like fingers and sinews. Ever watch Evil Dead? Oh, and lets not forget the blood storms, plague rains, and horrific clouds of undead insects.

Savage Terrain – 50 CP

Savage surroundings are typically more dangerous than their Neutral or Benign counterparts, due to the naturally occurring creatures found therein. Savage regions contain many giant versions of normal wildlife, as well as sentient humanoid versions. Civilizations typically do not settle in high-savagery regions, except for elves who are naturally at peace with animals.

Glacier – +300 CP

What would you do this to yourself? Instead of starting in a mundane part of the world, you start in the middle of a frozen wasteland. Expect lots of snow and ice, no trees, no animals, and no plant life. You will have to immediately start digging and hope you can get an underground farm going before you starve.

This overrides your starting Location unless you take Biome Buddies upon then you get both Terrains with your choice of them being adjacent or overlapped. If overlapped then the area you start in will be a dead, frozen mockery of your choice such as an iced over Jungle filled with dead plants and animals. No plants will grow topside in the freezing cold if you chose to overlap terrains without protection.

Note: Glacier may be taken with Evil Aligned Terrain if you feel like a masochist. Expect zombie sharks and skeletal whales, undead walrus, and all other manner of unlife to assail you from underwater or across the ice. The sky will still rain strange things like blood, filth, plagues and insects.

Fan Made Mod – 100 CP

Hey someone...made...a mod? I'm...how does that work? Can someone mod an entire world?

Well, whatever. Armok seems amused by it. Looks like you can now import one race from any setting you've visited before. They are seamlessly integrated into the lore when the world is first created. They have cities, camps and/or caravans around the world. They will ally, war and trade with all the other races as defined by how the race would normally act. This can be purchased multiple times.

---Perks and Skills---

Perks listed under origins are discounted for that Origin.

Dorfen Physiology – Free (Can only take 1 physiology perk) Starting Age is $10+2d8$ and Max is roughly 170.

Short, stocky and mostly beard, you gain the qualities of a Dwarf. Rugged physique, powerful limbs capable of hauling stone and carving out mountains, a digestion system capable of eating almost anything and you become capable of drinking nothing but alcohol. Actually you pretty much need booze to survive. Quality doesn't matter. Drink bathtub gin out of a boot if you have too.

Comes with a free dose of hatred for Goblins. Seriously, put an infant Dorf and Goblin in the same room, they will try to murder each other. Its instinctual or something.

Human Physiology – Free (Can only take 1 physiology perk) Starting Age is $10+2d8$ and Max is roughly 120.

Uh....Human. Don't think I need to explain this one do I? Well they can be found just about anywhere and equally hate and are hated by all other races.

Kobold Physiology – 100 CP (Can only take 1 physiology perk) Starting Age is $10+2d8$ and Max is roughly 170.

Small creatures adept at thieving that try to infiltrate fortresses and steal valuable items. They always run away once discovered. They start Competent in Swimming, can pick locked doors at a sprint and they are not affected by mundane traps.

Kobolds are very weak in battle however as they are much smaller than dwarves and most hits will likely cause severe injuries to them, even basic punches will often cave in their heads.

Elven Physiology – 100 CP (Can only take 1 physiology perk) Starting Age is $10+2d8$ and never die of old age.

Graceful and lithe --compared to Dwarves-- with pointed ears, you gain these Elven features so you can pass yourself off as an Elf. As an added benefit, you don't have to worry about facial hair ever again and wild animals will ignore you unless provoked or starving!

-Drop In-

Losing is FUN – 100 CP (Free Drop In)

"Losing Is Fun" refers to the inevitable destruction of your fortress, whether by goblins, elves, kobolds, humans, demons, and more! It really is what keeps many players going, wondering what will destroy their new masterpiece. And you too can now know how to have FUN.

You learn to accept that sooner or later you will fail but you've also learned how to move past it. You can embrace your failures to learn from them and gain a deeper insight into how to not fail as badly as next time. As an added bonus, no matter how hard you are failing you can always find some amusement in it and laugh.

Status Report – 200 CP

A real time HUD that you can bring up at will with a thought. It gives you an extremely detailed report of damage to you down to the tendons in a single digit. It other features include a viewable list of your current inventory, a list of your skills with a descriptor of your talent in them, and detailed biography detailing your likes, dislikes and your history in bullet points.

As an added benefit, Status Report keeps a record of all your actions and encounters for you to review as needed. Its not very detailed and is listed in bullet points such as: You ate a good meal. You slept in a good bed. You dodged a kick to your right back molar. You can freely extend this friends, allies and Companions to keep track of their status as well as long as they are under your immediate supervision; otherwise, a status of someone not present simply gives you their last known information.

Lazy Newb – 400 CP

You become highly proficient in the micromanagement of large projects involving many people. You can easily remember and keep track of the moving numbers of supplies and resources under your management as well as current production values with said resources. This allows for keeping a general idea of how long all current projects will take to finish as well as resources needed in their construction, how quickly you can produce products and how quickly said products are being used up.

Arena Mode – 600 CP

Accessible at anytime, you can enter a meditative state to run a life like simulation of anything you have encountered before at a rate of one hour in the Arena for every minute in real time.

You are able to create a near infinite variety of What If scenarios and play them out in your head to the best of your knowledge. The Arena is able to replicate any terrain, weather, condition and being you've encountered before.

While beings will use all their powers they were capable of even if you didn't get to see them, nothing they do will permanently effect you; therefore, you can't gain new powers from opponents by absorbing them or such.

Knowledge is also limited in that should you try and replicate something like a library you once visited, all the books would be blank unless you read said books.

-Immigrant-

Craftsman – 100 CP (1st Free for Immigrant)

You gain the needed knowledge to perform a particular craft be it farming, cooking, leather working or so on. This Perk can be taken multiple times to better prepare you for whats to come.

You start as Skilled in the chosen skills. *

To Get Through The Work Day – 200 CP

At the end of the day—and generally through it—you like to throw back a few brews. The world can be an extremely bizarre and dangerous place to live but you've found alcohol helps.

By drinking throughout the day you can relieve fatigue and sanity loss. Never completely but it will let you go longer without breaking down into a sobbing mess. Drinking also has the side effect of helping hindering the progress of madness setting in too along with bolstering your resistance to fear effects.

Menaces with Spikes of Pig Tail – 400 CP

Anyone can pick up a sewing needle and some cloth to make a pair of pants. Not everyone can make a GOOD pair of pants. With bronze spikes. And embroidered with the history of cheese making.

You have become innately talented in crafting items from materials both mundane and unusual plus embellish them just as easily. When crafting any sort of item, you can more easily incorporate extra bits and pieces such as tufts of fluff or embeded gemstones without having to sacrifice any utility or function when modifying the form. These additions will never hinder your creations and will make them extremely eye-catching.

This is only limited by your own personal skills and physical limitations. Engrave murals of screaming horses on every bullet or arrow if you have the talent. The skies the limit for fashion.

Fey Mood – 600 CP

Each month there is a chance you will be struck by a Fey Mood. Roll a 1d8 and on an 8, you are hit with a Fey Mood.

During these moods you lose all sense of time and cease to acknowledge anyone around you. At this time you will start gathering all manner of resources and tools you are capable of using then hole up somewhere for as long as it takes to craft an Artifact level item of the highest craftsmanship---even if you aren't all that great at crafting things.

Should you be unable to find tools or resources, you will either go into a manic depressive mood or a homicidal rage. Items will be made of whatever resources are at hand; moreover, this will lead to some interesting creations such as gloves made of ice that menace with spikes of bronze etched with poetry about cheese. Any scenes or wording added to items made generally refer to events that happened in your life.

Roll on the table for the kind of item made:

- 1: A handheld weapon of a variety you are familiar with.
- 2: A piece of armor of a variety you are familiar with. (Not a full suit.)
- 3: A piece of furniture such as a table or chair.
- 4: A piece of tableware such as a bowl, cup or cutlery.
- 5: A decorative piece such as a statue, painting or tapestry.
- 6: A piece of clothing such as a pair of boots, pair of gloves or a shirt.
- 7: A consumable such as a potion, ammo or edible such as a pie.
- 8: Your Choice of Above Item.

Note: After the Jump is over, you can tell when a Fey Mood is coming on and prepare before hand. You may also suppress a Fey Mood before it happens. There is no longer any chance of going into a homicidal rage or becoming depressed unless you will it.

-Expedition Leader-

Brew Master – 100 CP (Free Expedition Leader)

You can brew a mighty mead, a whimsical wine, and an all-mighty ale! Booze is a needed part of any diet. This starts you with all the skill and knowledge needed to craft the basics and be damn good at it. Feel free to try and invent new alcoholic beverages.

Leadership Training – 200 CP

Leading new recruits is sometimes like trying to herd cats. You need a lot of patience and plenty of alcohol. Maybe a large stick. Possibly several drinks and large sticks.

You gain the skills, stubbornness and drive needed to oversee large operations and get people to do tasks needed. Eventually. You also gain a general sense of where everyone you over see is and what they are doing at the time but only to the degree of moving, working, eating, or muckin' about.

We Built This City On Rock and Soil – 400 CP

You have become a natural when it comes to reshaping the environment to suit your needs. You innately understand all the basics to building a stable building, wall, object or foundation when using natural resources, and you also gain a keen insight in what you have to do to make things work for you.

This leads to understanding how to divert rivers to create artificial lakes or to water your fields, how to harness an active volcano to build a Magma Forge factory, or take advantage of the power of available wind and water to power your industry.

Book Keeping – 600 CP

With a proper set up and access to some way to keep a log, you are capable of keeping an extremely detailed account of all your assets, people and possessions along with their combined wealth even if you have personally never seen it all before. Said log of possessions can take longer to total should resources be used up and new resources acquired as you have to go back and make adjustments.

A single house worth of resources and people may only take an hour to catalog. A small island worth can take half a day. A full town or city might take a couple days. A entire country a couple weeks to a month. An entire planet roughly takes two to three months. This is assuming you are writing it all down by hand mind you.

The time needed to note all your belongings and material wealth takes an amount of time dependent on how much you own but gets done quicker with practice. This ability uses and trains the Record Keeper skills and at Legendary level reduces the time needed to 1/16th as you use your near magical skills of analytical mastery to track and record all you own in only a few brush, pen or key strokes.

-Adventurer-

Trap Making for Idiots – 100 CP (Free Adventurer)

With a handful of stone and wood, you can fashion a wide variety of fiendishly simple yet effective traps in little to no time at all. Putting aside the time needed to fashion the needed parts, it only takes you several minutes to put together various forms of traps used to hinder, capture or injure whoever activates them. The more you use this ability, the faster you can go about making the required parts and assembling your traps.

You also become Competent in the skills Carpenter, Mason and Trapper.

Dwarven Combat Training – 200 CP

To call this combat training is a bit deceiving. Dwarven combat is a mixture of hitting someone with whatever is at hand while also kicking, biting and trying to wrestle them to the ground. Its a long standing tradition passed down from bar fight to battle field.

Purchasing this grants you 3 at Professional skill level and 6 at Competent and can be taken multiple times.

**Combat Skills listed at the bottom in notes.

Luck of Idiots and Children – 400 CP

You first have to be young and stupid before you can be old and wise, as the saying goes. Sadly the young and stupid die with regularity in a world filled with Goblins, Undead and Wild Beasts prowling about. Luckily for you, you have an edge they don't! Luck.

On our travels you now don't have to worry about the small things like finding a place to sleep or enough to eat. You always seem to stumble upon friendly old ladies willing to let you sleep in their barn or a safe alcove on the mountain side, spending enough time search always leads you to scraping together enough to wet your appetite or even finding a friendly hunter who happens to have too much meat to carry home, and this even extends to combat to some degree as bow strings seem to snap when aimed at you, swords slip from hands, and people trip and fall over exposed rocks or roots.

Don't try to push this though or get yourself in too deep. Luck will only protect you so much before you run out. You might be able to safely walk out the Dragon's Cave after unknowingly walking in and finding it asleep, but it won't protect you from walking up and trying to kill it with a stick or protect you from its breath.

Dungeon Master – 600 CP

A long lost title used ages ago by masters of taming who could wrangle even the most exotic of creatures. You gain some of this ability, become skilled in Animal Handling and even learned it at an accelerated pace compared to those without this perk.

With this new found talent, you find that you can tame wild animals you or others have captured can be trained to a skillfully trained level but thats where your power starts to really shine. Should the creatures under your control produce off-spring, those young will be partially trained already and lose their wild nature. With enough training, its possible to train these young enough to completely

Domesticate a wild animal so that all future generations are also born domesticated.

This only applies to non-sentient, living creatures such as Foxes, Vultures, Gorillas, Giant Eagles and Dragons of which are all considered non-sentient per game standards.

---Items and Starting Equipment---

You will be getting a standard starting package to start your fort with.

-=====

Drop In: Nothing but the clothes on your back and what you brought with you and could fit in a large backpack. And by that I mean what you bought here which shows up near you in sacks, bags, or even on a cart if you bought something like blocks of stone or lumber.

Expedition Leader: A couple live-stock of your choice, a couple months worth of food and booze, plus a handful of seeds and other knick-knacks like Axes and Picks all stored atop a Wagon or two. This is your chance to spend some of your hard earned points to get what you WANT to start with.

Immigrant: As an Immigrant you left behind everything you did or didn't have to start anew so you only get a bag with a weeks worth of food, two spare changes of clothes, and some tools of your trade if you have one. You can also start with a pet Cat if you want one.

Adventurer: A suit of leather armor, an iron weapon or two of your proficiencies, a backpack and several days rations. You also get a pair of Hunting Hounds, a pair of War Dogs, or a Tamed Animal of your choice such as a Tiger, Bear, Wolf, or Eagle.

Noble: You start with some Fine Clothing and get a discount on all items purchased here including the Writ of Expansion plus an additional 200cp to spend only on items here.

--==--

Note that all references to Logs and Blocks is a vaguery left in since a Unit of Wood or Stone in game is never given a specific size or dimension outside a density value. If assumed that a single square in game is roughly 6ftx6ft then a single Unit of Wood or Stone can be used to make a Wall or Block to cover that space.

Small Animal – 5 CP

Bring along some extra cats or maybe some chickens. Turkeys and rabbits might be neat. How about some dogs? Can be taken multiple times to bring 1 extra animal.

Large Animals – 10 CP

Bring along a larger animal such as a Cow, Horse, Ox or Mule. Can be taken multiple times to bring 1 extra animal.

Seeds – 5 CP

Bring along some extra seeds. Mushrooms, veggies and fruits. Its all here. Each purchase grants you 10 seeds and a free bag to hold them in! Be careful that the seeds don't get eaten.

Wood – 5 CP

Heading someplace with few trees? Want to save some time not having to cut anything down? Start off with a few logs then. Each purchase grants 5 logs.

Common Stone – 5 CP

Nothing beats stone when it comes to having to make stuff. Great for building up some quick fortifications if you don't think stone will be in immediate abundance. Grants 5 Blocks of a mundane stone such as granite or basalt.

Quality Stone – 15 CP

Same as common stone but much nicer to look at. You get 5 Blocks of Obsidian, Marble or some other quality stone.

Common Metals – 10 CP

Bring a bit of Copper, Bronze, Iron and the like with you to get a head start. You get 5 bars with each purchase.

Uncommon Metals – 15 CP

Silver, Gold, Platinum and such rarer metals are yours to start with. You get 3 bars with each purchase. No starting with Adamantine though. You got to dig deep and dig greedily for the stuff of legends.

Leathers and What Not – 5 CP

Bring along some extra leather, some spider silk, or a stack of bone. A bit cheaper than bringing along finished goods if you don't mind crafting stuff yourself. Grants a stack of 10 each time this option is taken.

Tools – 10 CP

Start off with some extra tools. Maybe some extra copper picks or axes. A few buckets and bags? A generic grab bag option for you to take. You get to choose 10 basic items to bring along each time this is taken.

Misc – 5 CP

Maybe you want a couple toys? A few instruments? Something that doesn't quite fall into another category? Here's the chance to pick it up. A good option for bringing extra socks. Grants a mix of 5 each time this option is taken.

Writ of Expansion – 400 CP (1st Free for Expedition Leader, Discount Expedition Leader)

A letter explaining you have the right to lead a caravan of 6 from the species of your choice from this Jump, a wagon, two pack animals, an Oxen, two dogs, and a cat to start a new Fort somewhere in the world. These Settlers have a mixed set of skills to help start a Fort.

You may renew your Writ of Expansion whenever you start a new Jump giving you a new Writ of Expansion. The Settlers do not count as Companions and when they die they go back to Armok. You can choose a new race to fit in with the new Jump when you renew the Writ.

When the Writ of Expansion is used, you get 100 CP to spend on Starting equipment here. If Noble, the discount still applies.

You may take the Writ several times and they may be saved for later should you want to start another Fort or should one fall. You may also use multiple Writs of Expansion at once to gain a larger starting group

---Companions---

Friendship! – 100-300 CP

You can bring a Companion of yours along with you on this Jump for 100cp, 8 Companions for 200, or all Companions for 300cp. If they were Humanoid then they become they gain one of the Races above. If they were non-humanoid then they become humanoid or a close relation to this world such as a Wolf, Tiger, Eagle, Unicorn or Dragon. They gain 600cp to spend on Perks and Items only. They cannot purchase Terrain.

McUrist and Company – 400cp

This group of six are a mixed bunch of some of the most inept, unskilled and mind-numbingly inane malcontents you have ever had the displeasure of meeting. They call you Boss and are your problem now.

Rejects from their Race, they've been pushed on to you to deal with and will follow you on your adventures from here on. Any perks or powers given to them are spread equally across the group unless you specifically signal one out. They are prone to infighting, arguing, and constant bouts of fighting but otherwise have a disturbingly high amount of synergy and teamwork, each acting as if they had perfect awareness of where and what the others are doing at all times. They might not know the specifics but if one starts drinking or fighting, expect the others to show up with all due haste.

They start as blank slates to be shaped by your hands. And with this 600cp to be spend on Perks and Items.

Cacame Awemedinade Monípalóthi – 600 CP

The Elf King of the Dwarves, **Cacame Awemedinade Monípalóthi** (English: *Pelt Apebalded, the Immortal Onslaught*) is the world's ~~mæst~~ only badass elf.

In one particular slice of the Dwarf Fortress multiverse, Cacame ascended to the rank of Elf King of the Dwarves. The story of his rise to glory has been chronicled in an [epic 60+ page thread](#) on the Bay 12 Games forum that includes original artwork, economic discussions, raw edits, world gen randomness, Chuck Norris jokes, Battletech references, and a Cacame-themed megaproject. And now you have a chance to befriend him.

Cacame starts with all Adventurer perks, all Expedition Leader perks, To Get Through the Work Day perk, and counts as having both Elf and Dwarf Physiology.

He starts with a Legendary Warhammer he is at Master proficiency with along with the being Skilled in every other available skill due to his long, long career of fighting and serving as a King.

---Drawbacks---

You can take a max of +800 CP in drawbacks total. Any CP gained beyond that is lost.

War! +100 CP

One of the few choices here you can take multiple times. You will start at war with one of the major races present in the world. They will pursue you relentlessly and rarely give you time to rest. You can be at Peace.

Expect them to sabotage your goods, kill caravans, capture immigrants and harass your workers.

Choose from Dwarves, Humans, Goblins, Kobolds and Elves. Yes, you can be at war with your own race.

If you have taken Fan Made Mod, you can choose to be at War with that race but only for +50 CP.

Where Has All The Rum Gone? +200 CP

You seem to run out of booze faster than most. Either its used to fast or someone isn't properly sealing those casks. Maybe some sneaky monkeys are getting into it. Either way, Dorfs need booze to live. All work and no ale makes McUrist a homicidal maniac. You will run out of Booze much, much faster now. You can never keep more then a few casks around no matter how hard you try.

Not reliant on booze? Well now you run out of something else you rely on quicker instead. Expect to run out of fuel, food, and so on.

Dwarven Omniscience +300 CP

No, this doesn't make you aware of everything. It instead makes your Dorfs, Elves, Kobolds and so on aware of everything and thats a bad thing. If someone dies and drops a silk sock somewhere nearby, expect someone to stop whatever they are doing to immediately claim that sock for themselves. Someone's favorite berries in season? They will drop what they are doing to go eat them. Doesn't matter if they are performing surgery, if they are being performed on, or if an army is at your gates, they will go get what they want.

This will always seem to crop up whenever you are trying to get something done and to make it worse, if you leave something unattended too long enough, someone will considered it unclaimed property and take it.

Who Let the Beasts Out?! +400 CP

Not content to let them slumber, Armok has awoken all the Semi-Megabeasts, Megabeasts, Titans and Forgotten Beasts. Normally they are content to stay near their spawning grounds or sleep deep under ground but Armok has decided instead to have an unusually large number of them roaming about from the get go!

The most common will be Minotaurs, Giants, Ettin and Cyclopi roaming about the world. Then come Dragons, Hydra, Rocs and Colossi. If you are extremely unlucky, a breeding pair will form and start spawning!

It only gets worse from there as dozens of Titans wander about the world and the Forgotten Beasts roam the underground looking for a way to the surface.

Titans are, essentially, randomized creatures composed from a variety of material types, creature bodies / limbs and other additions. These other additions include everything from venomous stings to flame breath. Forgotten Beasts are the subterranean versions of Titans.

Beware the Thriller! +500 CP CP

A powerful Necromancer has built a massive tower somewhere in the world and is sending out armies of the damned. Worse of all is he's spreading Unhallowed Ground! Killing him is near impossible but it will grant you a brief reprieve if you can defeat him. He will always come back sometime in the next year somewhere in the world.

Once land has been turned to Unhallowed Ground, it'll never turn back. Even digging it up is useless as the taint permeates the very fabric of the area. Hopefully you can keep it in check least it covered the world ubidden.

Power Failure +600 CP

For the duration of the Jump, you lose access to all abilities, powers, and access to the Warehouse and out of Jump items. This extends to any Companions you bring along or gain here, all stuck in a mundane form for the duration of their stay.

Even worse, it seems you can't remember any of that fancy learning of yours if you had any before coming here. You won't be able to advance the technology here beyond where its at as of now.

Anti-Dorf +600pts

Facial hair falls out in your presence, even your own, and booze turns into water. You gain the immediate distrust of all Dwarven Nations and are considered an abomination to be killed on sight.

The longer you stay here the worse this gets and soon spreads to the other races as well. Woods begin to wilt and animals go insane gaining you the ire of the Elves, scales fall out and treasure tarnishes bringing upset Kobolds, and unrest begins to form amongst the Humans which they blame you for.

At the end of your stay here, all Drawbacks are revoked and any damage done by them reversed. All wounds physical and mental are healed for you and your allies as the world is made anew with your leaving and Armok grants you this slight reprieve as a going away gift.

Exit – You decide to pack up your toys and go home with everything you have.

New Game + – You decide to stay and Armok finds you amusing. You get to escape the destruction and recreation of the world each time Armok gets bored so you can continue to amuse him forever.

Ctrl + Alt + Delete – Nope, you're done here. Time to pack your bags and move on before Armok asks you to play another game. You move on to the next Jump.

--Notes--

Dwarfs need beer like Humans need water. They can go months without food but only days without Booze.

*Skills are listed from Dabbling to Novice, Adequate, Competent, Skilled, Proficient, Talented, Adept, Expert, Professional, Accomplished, Great, Master, High Master, Grand Master and Legendary.

Should you ever manage to push past Legendary which would take decades of constant training, it will regard the skills as +1 or higher, eventually maxing out at Legendary +5. This is currently the highest rating in the game.

For a list of relevant skills, visit the wiki: <http://dwarffortresswiki.org/index.php/v0.34:Skill>

**General Combat: Skills that are unrelated to using weapons or armor but are useful for combat.

- Archer - Increases with the use of any ranged attack, including throwing. Decreases the probability of an enemy dodging a ranged attack.
- Biter - Increases whenever a character chooses to bite an opponent. This is probably the most effective attack for a creature whose biting causes a syndrome, but some immigrants will arrive with this skill as well, and unarmed combatants will occasionally learn a bit when they choose to bite during a combat.
- Dodger - Aids creatures in avoidance, causing enemies to miss more often. Dodging can even be done while lying on the ground, making it a particularly valuable skill.
- Fighter - Increases with each melee attack (from or to a target), no matter what kind of weapon is used, and can increase rather quickly. Its use or significance is currently not known. However, when tested in arena mode with two dwarves, one unskilled and one grand master fighter, the one with fighter skill won consistently while armed with any of the default weapons. Unarmed dwarves showed no preference.
- Kicker - Increased by kicking in unarmed combat. Stance strikes from kicking tend to have a blunt attack type.
- Striker - Increased by throwing punches and scratching with claws or nails in unarmed combat.
- Wrestler - Pertains to incapacitating enemies by holding limbs. Wrestlers are generally unable to kill much, but they may make killing easier for their armed comrades. Wrestlers can strangle enemies unconscious, break joints, and even take away weapons and armor.

Equipment: Skill use of non-weapon equipment and increase dwarf survivability.

- Armor User - Related to how well a dwarf moves in armor, and increases whenever a dwarf wearing armor attacks or is attacked. Higher levels of this skill reduces the encumbrance penalties of armor, allowing dwarves

wearing full steel plate to move at normal speed. Armor users become tired less easily than non armor wearers. Because even leather clothes count as armor, this skill often appears at dabbling level on civilians who briefly struggle with a kobold thief or predatory animals.

- Shield User - Increases whenever a dwarf uses a shield or buckler to block an attack, which is often. Shields increase survivability of dwarves a great deal, and can block anything from a goblin axe to dragonfire.

Weapon skills are associated with the use of a particular weapon type, even if that weapon type is "thrown vomit" in adventure mode. Weapon skills are more powerful per-point than any other combat skill (assuming the appropriate weapon is equipped!), it contributes to offensive ability and parrying.

- Axeman - Allows characters to use axes, great axes, and halberds more effectively.
- Blowgunner - Allows characters to use blowguns more effectively.
- Bowman - Allows characters to use bows more effectively.
- Crossbowman - Allows characters to use crossbows more effectively.
- Hammerman - Allows characters to use mauls and war hammers more effectively, as well as crossbows in melee.
- Knife User - Allows characters to use large daggers and knives more effectively.
- Lasher - Allows characters to use whips and scourges more effectively.
- Maceman - Allows characters to use flails, maces, and morningstars more effectively.
- Miner - Not strictly a weapon skill, but allows characters to use picks more effectively as weapons.
- Misc. Object User - Allows characters to use objects like tables and chairs more effectively as weapons. It also is used with shields.
- Pikeman - Allows characters to use pikes more effectively.
- Spearman - Allows characters to use spears more effectively.
- Swordsman - Allows characters to use long swords, scimitars, short swords, and two-handed swords more effectively, as well as blowguns and bows in melee.
- Thrower - Allows characters to throw miscellaneous objects more effectively. Anything that can be held can be thrown. Even water, sand, or for mentioned vomit.

--==--====

Kobolds love to sneak in and steal your stuff. And your kids. So hide your kids. Hide your wife.

The undead cannot be killed through conventional means; dismemberment reanimates the individual body parts, creating even more enemies than before. They must be either butchered and tanned, exposed to magma or fire, smashed under a drawbridge, or repeatedly pulped with blunt damage, in order to kill them permanently in certain (always evil) reanimating biomes. Any non-undead creature that dies in such a biome will reanimate as an undead creature after it is killed, including sentient beings, and any severed body parts and loose skin will also come to life as an individual enemy.

Clearly, hunting undead animals for food is pointless, and finding kills in a place where things won't stay dead is suicidal. Furthermore, there is a good chance that even soldier dwarves will flee in terror from such abominations, a bad sign when the undead feel no emotion or fear. Aquatic creatures will be able to come ashore in their undead forms, so expect to deal with that if you choose such a location for embark.

The trees at embark may all be dead, and though they can be cut down for logs, will not regrow. Undead shrubs are useless for gathering, too.

Even the weather is dangerous; clouds of creeping murk can inflict various syndromes on par with those of forgotten beasts, or instantly transform creatures into freakishly powerful thralls. Evil rains may also inflict random syndromes, albeit less severe ones, and always cause strong unhappy thoughts and a desire to wash. Evil rain won't refill pools, but a single biome may have both evil and regular rain, even at the same time.

Because of the inhospitability of evil regions, even Benign Evil is very difficult for beginning players to earn a niche to work in, so it should be reserved for a challenge play only.

On the topic of Digging Too Deep.

Should you decide to dig deep enough, you will eventually reach a layer of stone that can't be dug through. This is actually a physical barrier separating your world from Hell. The only things that pass through this barrier are hallow spikes of Adamantium. You are free to try collecting this rare and wonderful material—you can even mine it with a copper pick—but should you dig through to the hollow part inside, you will unleash demons upon your world. Even if its only a tiny hole, some demons are made of liquids and gases so its not a problem for them.

For more information about demons, visit the DF Wiki: <http://dwarffortresswiki.org/index.php/v0.34:Demon>