Sky
By: AbyssThatSmilesBack
v1.0.1

Table of Contents

Table of Contents 1

Introduction 4
- +1000 CP 4

Locations 5
- Isle of Dawn 5
- Daylight Prairie 5
- Hidden Forest 5
- Valley of Triumph 6
- Golden Wasteland 6
- Vault of Knowledge 6

Origins 7
- Sky kid 7
- Spirit 7

Perks 8
- General 8
  - Adorable - Free 8
  - Emotive - Free 8
  - HONK! - Free 8
  - Wings of Light - Free 8
- Sky kid 9
  - Guidance of the Stars - 100 9
  - Warmhearted - 100 9
  - Burn the Corruption - 200 9
  - Deep Cry - 200 9
  - Lights Out - 400 10
  - Psychopomp - 400 10
  - The Ascent - 600 10
  - Starborn - 600 11
- Spirit 12
  - Ancestral Guidance - 100 12
  - Traveler - 100 12
  - Hidden Paths - 200 12
  - Lightcatcher - 200 12
  - Darkstone Technology - 400 12
  - Spellcasting - 400 13
  - Ascended - 600 13
  - Elder - 600 13

Items 14
Magic Hair Brush - Free 14
Moth Chic - Free 14
Spirit Robes - Free 14
Cosmetics Galore - 50 14
Held Props - 50 15
A Lifetime Supply of Candles - 50 15
Placeable Props - 50 15
Menagerie - 50/100 15
Darkness Seeds - 100 15
Elder Blessing - 100 16
Fireworks Staff - 100 16
Potion Set - 100 16
Flying Boat - 100/200 16
Cave of Prophecy - 200 16
Colored Lights - 200 17
Personal Island - 200 17
Personal Temple - 200 17

Companions 18
New Friends/Old Allies - 100/400 18
Sky Grandparents - 100 18
Swarm of Moths - 200 18

Toggles 19
Gilded Age 19
Proto Sky 19

Drawbacks 20
Scrapes and Bruises - 50 20
Full Speed Drifting - 100 20
Moth Flame - 100 20
Report for Duty - 200 20
Turbulence - 200 20
Extinguished - 400 21
Mutant Crab Rising - 400 21
Krilled - 600 21
Dark Lamplighter - 600 21

Scenarios 22
Unshattered 22
King’s Crown 22
Megan 22

Who is the Dark Lamplighter? **23**
Reinforced Inner Candle **23**
Dark Lamplighter **23**

Notes/Anticipated Questions **24**
What is a Sky kid **24**
Who/What/Why is Megan? **24**

Changelog **25**
v1.0.1 **25**
v1.0 25

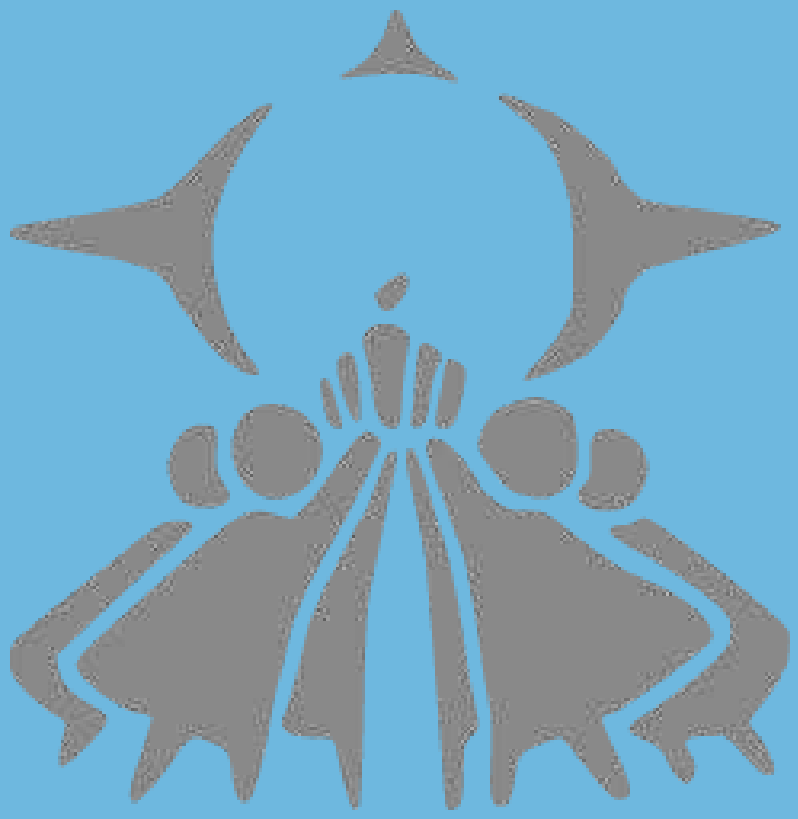
Introduction

The ruined world of the sky possesses wondrous vistas, and terrible depths. The fauna has the flying manta, and the dangerous dark dragons. Your journey here will have you explore this place, perhaps uncover the cause of the world's state, and maybe even avert it or recover from it. Alternatively, you may spend your time gently relaxing with those you find on this journey.

However your path in this kingdom in the clouds takes you, it will be for you to decide. Afterall, *You are about to be reborn.*

+1000 CP

Due to a cycle of reincarnation being an important part of the lore here, dying while going through this cycle does not count as a chainfail.



Locations

You may either roll, or choose your location freely.

Isle of Dawn

This pristine beach is surrounded by dense fog and clouds. Most new arrivals will appear here, and explore the nearby sands and clouds. A few stones rise from the sand and a boat or two can be found. Beyond a small cliff a temple can be seen that acts as the gate towards the rest of the kingdom.

It is said that the Cave of Prophecies can be found here for those who wish to challenge the trials held within

Daylight Prairie

The meadows here are home to many swarms of butterflies. where the clouds are thin, you can see the bottom of the floating islands that make up this area. There are the occasional manta rays that can carry a friendly traveler for a time.

Within the meadows there are caves that can be explored along with the Sanctuary Islands.

Hidden Forest

The perpetual rainfall of the forest will slowly whittle the strength of the sky kids that are out in the open here. The buildings here have a few mechanical operations. Simple things like auto-opening doors that are in need of a little maintenance but are still functional.

Traveling spirits have a treehouse that was built in this area, along with having made a small kitchen that feeds travelers who stop by.

Valley of Triumph

A snowy mountaintop with a number of slopes perfect for sliding down. A few of these slopes are set up for races. At the bottom is a coliseum to celebrate the competitors and performers of these lands.

The Village of Dreams can be found outside of the coliseum for those wishing to visit.

Golden Wasteland

While the other locations have some idyllic components, this does not. The clouds overhead are a powerful storm, and dark creatures patrol the area below for any traveler. It is recommended to leave the place as soon as possible. Swords, spears, and shields litter the area from a long ago battle, and the waters here are thick and are poisonous to those who travel through.

By hidden routes by boat the Forgotten Ark and Treasure Reef can be found here.

Vault of Knowledge

This tower acts as the gate to the Eye of Eden, but also is a repository of an ancient civilization's knowledge for those who wish to learn about the world. An elevator will take people to the top of the tower. While riding the elevator will teach those riding it a little of the history of the world before leaving them at the final gate.

A hole in the wall can lead wanderers into the Starlit Desert.

Origins

You may choose your age and gender freely.

Sky kid

A sky kid is a being that is sustained by heat, its heart is a candle that it can use to share its warmth. Their minds are quite malleable, able to learn new things quickly, and possess inborn curiosity. Their existence seems to be a kind of bridge between the ancestors of this world and the creatures of light. As they are capable of flight using light but also are able to survive, albeit greatly weakened without it.

Spirit

The Ancestors have long since passed on, however many of their spirits remain. These grounded beings are susceptible to the darkness; it is capable of locking them in place and preventing them from acting. Despite that they are quite capable of sharing their experience and knowledge with those who ask.

The Ancestor Spirits are more capable of giving knowledge and serve an Elder. While the Traveling Spirits have more direct influences on the world. They can build, provided they have the materials and are part of a tight knit group with a leader.

With this origin you can choose either option.

Perks

Perks are discounted per origin. Each tier of perk gets a single discount per origin. Discounted perks are discounted 50% of their cost, 100 cp perks are free instead.

General

Adorable - Free

You have an adorable appearance. Generally, this isn't going to make others have amorous feelings towards you, but they will likely want to pinch your cheeks.

Emotive - Free

You are capable of conveying emotions through simple movements. Such that even while wearing a mask someone can easily know what you are feeling.

If minor extra effects are needed you can create those with a minor bit of extra effort. For example, if you want to cry so hard water pours out of your eyes, or you need small fireworks to convey your excitement, you can manifest these effects.

HONK! - Free

The denizens of this place don't communicate with speech. To get others' attention, they are capable of vocalizations that mimic various creatures . You are capable of this too. By listening to a creature for a time, you are able to vocalize noises similar to the ones they can make.

Wings of Light - Free

The sky kids aren't naturally buoyant in air, given their ability to dive with ease. As such it comes from a manipulation of their internal heat that allows them to flap their capes to get lift and float.

So long as you have some heat even without a cape you can float, but with one you can gain height by expending your internal heat and flapping.

Strangely, this internal heat can also act as a substitute for oxygen when underwater. It's not particularly efficient for this, but it can extend your time underwater greatly.

Sky kid

Guidance of the Stars - 100

The Sky kids were placed here with a purpose, and while they didn't know what it was, they were easily able to find their way to it. This basic ability of theirs manifests as an internal compass that points them towards their goal.

You possess a similar internal compass. In future jumps, instead of just guiding you through the cycle of reincarnation, you can have it guide you towards more personal goals.

While potent, this ability can't guide you past things kept with sufficient secrecy. So it can't guide you to a long lost key, unless its location is public knowledge.

Warmhearted - 100

Sky kids are inherently powered by heat, and despite exuding it constantly don't seem to lose it quickly. More than that they are able to collectively gain heat by being in close proximity with each other, moreso when they hold hands.

What this means for you is that, like them, even when you are losing a small amount of internal energy passively it doesn't diminish your reserves. With your friends near you, everyone can absorb this radiated energy to replenish their reserves. This effect is more potent with more direct contact.

Burn the Corruption - 200

In this land there are plants made of darkness that trap the creatures of light and absorb their inner light. Most are unable to remove the plants as they regrow too quickly, however while they absorb light, it seems that the light from the sky kids can burn it away.

Similarly, you are able to burn away corruption, so long as it has a physical form by it being in the presence of your inner light and heat.

Deep Cry - 200

If you watch a group of sky kids long enough you will usually hear one of them make a shout and have the others return the call. While this may seem to be just a form of communication, it has a second function in that it also allows them to replenish their nearby allies' heat and light.

You can do this by building up some of your internal energy and imbuing it into your voice before crying out. The energy in the shout will be granted to your nearby allies restoring their reserves.

Lights Out - 400

While most creatures of light perish if they lose all of their light from trauma, the sky kids are a little different. When they are completely exhausted, they are reduced, but not dead. They will crawl upon the ground while they recover from their recent trauma, but once the blow fades they will be able to walk. Though it won't be until they recover enough heat to reignite their heart candle that they will regain their other abilities.

While in this state they are especially vulnerable and can lose some of the strength that they once had. Only if it came from an external source and they are struck again though.

You have a similar ability, in that when you take a blow that would ordinarily kill you you can choose to remain alive in a reduced and vulnerable state. Given proper treatment you will return to normal quickly.

Psychopomp - 400

The creator of this world had a specific purpose for the sky kids given this ability of theirs. Their inner light can guide spirits onwards and act as a vessel to contain spiritual beings. Doing so increases their abilities little by little.

This is a trait you share, guiding spirits onward grants you the ability to commune with them. Doing so can grant you costume pieces and minor expansions in your capacity to store your inner heat and light.

Alternatively if there are spirits that must be returned to their bodies, by acting as a vessel for them. You get the same benefit while hosting them, but at a faster rate.

The Ascent - 600

In this world, life is a cycle, you are born, you live, you die, and then you are reborn. The actions of the ancestors have broken this cycle. This broken cycle is why the sky kids appeared here, acting as vessels to carry the spirits through Eden which has become quite perilous.

While you have the ability to do this as a sky kid while here, by purchasing this you gain a similar ability. Once per jump or ten years, whichever comes first, when you perish, you can become a winged being of light. While in this form you can take the souls of any recently deceased allies and guide them through the cycle of reincarnation. This allowing them to reincarnate into forms similar to their old ones, with all of their physical scars mended.

Starborn - 600

While both the Elders and the sky kids were born from the stars, they are both the same and yet different species, each created with their own purpose. Being born from the stars, they possess a connection to them. They are able to see the number of spirits yet to guide in areas by looking at the sky and viewing a constellation for that region. That isn't their most impressive ability with these constellations though.

As they form bonds with others they can create a new constellation that only they can see, each star representing a single ally they have made. By observing this constellation they can gain a few pieces of information about them. The brightness of the star might represent their health for example. If need be they can even use this constellation to appear in the area of an ally, provided they have been in that area before themselves.

You possess these abilities yourself. Don't worry about not being able to use this ability during the day. By looking where the constellations should be with your eyes closed you can still see it with perfect clarity.

Spirit

Ancestral Guidance - 100

The spirits are meant to guide those that come after, leaving behind echoes of knowledge to teach them slivers of knowledge. In addition, those that interact with these echos can commune with it to contact the spirit. The spirit can bequeath gifts provided a strong enough bond is formed.

Like the spirits of this world you can leave behind echoes that others can interact with. You can use these to let others view a simple memory, communicate with those who interact with them. Provided a strong enough bond, you can send gifts to those interacting with your echo.

Traveler - 100

Some of the spirits seem to be more lively than one would suspect from being spirits. They gather together to build a treehouse, or terraform a desert. With this you are granted a similar level of ability. Even in a spiritual form you maintain a level of physicality required to still affect the world around you, even if that isn't normally the case.

Hidden Paths - 200

The spirits of the Season of Flight were able to chart and master the Wind Paths to enable faster travel throughout the Kingdom of Sky.

Given time to search for them, you are much more likely to discover these hidden routes that make travel faster throughout the worlds you visit.

Lightcatcher - 200

The creatures of light here have a powerful life force, one strong enough that even losing a little bit of it doesn't affect their core reserves. The ancestors learned how to harvest this excess lifeforce and use it as a powersource.

You possess knowledge and skill in this technique. This enables you to harvest lifeforce from creatures to create a glowing white fuel source.

Overharvesting, this may not necessarily kill a creature. Instead twisting them into something more dangerous though…

Darkstone Technology - 400

Deep in the Hidden Forest there was a quarry of a material that can absorb light that was found. The ancestors were able to use this material to make a number of creations. Items such as memory banks, and levitating boats. One of the more specific examples is the creation of a power diamond. A power diamond a gem of compressed darkstone that can provide a great amount of energy simply by exposing it to light and heat.

Taking this perk also grants you access to darkstone in future jumps.

Spellcasting - 400

The ancestors were capable of creating a number of spells, with various levels of usefulness. A few examples include, permanently changing one's height, creating illusions of different outfits, and storing energy to be reclaimed later.

You are capable of similar magic, though more than that. You are also capable of condensing these spells and granting them to another as if they were single use items. Perhaps with some practice and experimentation you can use this trick with other magics.

Ascended - 600

The cycle of death and rebirth here doesn't completely strip away everything from those that go through it. In fact some unusual energy is imparted to those that go through the cycle.

Your body is imbued with this energy making you more lively as a spirit, far more physical, and more resilient to corruptive effects. The more important effect of this is that you are more resilient to any effects that would reduce you in any way. Not necessarily immune, but more resilient. With those intrinsic abilities as a base, you also have any of your spiritual abilities increase from this energy.

This energy also slowly grows within you, not making you any greater, but granting you the ability to impart this excess energy onto another. Doing so doesn't reduce yourself, should you choose to do so.

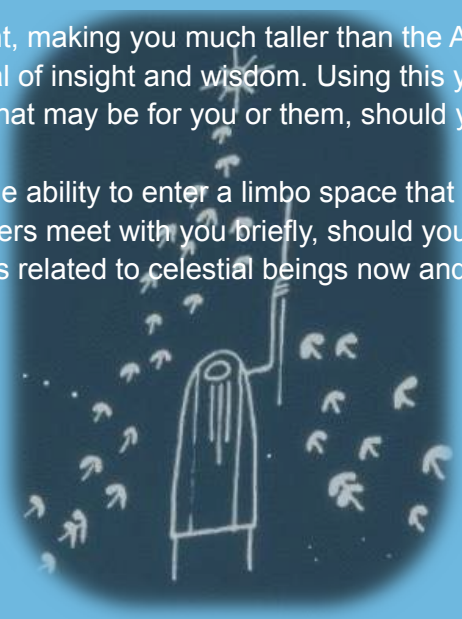
Elder - 600

In ancient times, the ancestors called to the stars for guidance, and the elders descended and led them. Originally, there were eight, though that seems to have been inaccurate as you were not in that count.

Physically, you gain a great deal of height, making you much taller than the Ancestors. Mentally, you have been granted a great deal of insight and wisdom. Using this you can guide others onto the next stage, whatever that may be for you or them, should you guide them well.

Beyond these basic abilities, you have the ability to enter a limbo space that is outside of time, and link it to a space. This link lets others meet with you briefly, should you allow it.

As a final boon, you will be recognized as related to celestial beings now and in the future.



Items

You get a 300 CP stipend for this section only.

Lost, destroyed, or consumed items are returned in good condition in a week, unless otherwise noted.

Magic Hair Brush - Free

This brush has a simple magical effect, when you run it over your head, you can have your hair be restyled into any hairstyle you have previously had. This works even if it needs to dye, produce, or remove hair. The only limitation is you have to be in front of a mirror to utilize this effect.

Moth Chic - Free

(Restricted to Sky kid)

This basic set of equipment comes with a brown cape, white clothes, and a simple mask. This equipment is quite basic, but is sufficient for traversing this world. More experienced Skykids may affectionately refer to you as a moth if you continue wearing this for your entire stay.

Spirit Robes - Free

(Restricted to Spirit)

This blue robe provides notable protection from the elements, beyond the robe this comes with a simple cape in your choice of color. Be prepared for Sky kids to come to you wanting to get a copy of your cape though.

If you have the Ascended perk, the robe can be changed to a golden color and the cape can have simple trimming making its design slightly more complex.

Cosmetics Galore - 50

There are many pieces of clothing, capes, and masks to be found here. A purchase of this grants two pieces of clothing, capes, or masks from the various spirits here that you can now use. These pieces of clothing are entirely cosmetic and don’t provide any benefits beyond their appearance.

This can be purchased multiple times. Each time granting twice the number of items as the previous purchase, that is the second purchase grants four, the third grants eight, etc.

Held Props - 50

From a flute, to a parasol, to a warhorn, any item from this world that can be used in one's hands can be found here. If an item appears here and in another item, purchasing this version limits it to its in-game effects.

A Lifetime Supply of Candles - 50

This bag appears to have a dozen red and white candles in it. The candles seem to immediately replenish themselves once they have been taken out. As you put new candle colors or shapes in you find you can pull out candles of the desired shape and color as you desire. Unfortunately, these candles are worthless in terms of the currency of this world.

The white candles can also have a short message attached to them. Whoever lights them will hear it along with seeing an illusion of whoever is making the message.

Placeable Props - 50

There is a peculiar type of furniture that can be found here. A small version is made that can be worn like a backpack, then when a full sized piece is needed it grows to the size needed. Each purchase of this grants a single prop, even ones that are made of multiple components.

Rebreather - 50

The Spirits of the Season of Abyss dive deep looking for treasures in the sunken ruins of the Treasure Reef. They have little issue breathing so deep thanks to this small device. This rebreather extends the length of time one can forgo fresh air by an additional 25% without issue. As a special consideration, it can be used in conjunction with any mask without changing its appearance..

Menagerie - 50/100

This option comes in two options, both with similar effects. First, for 100 cp you get a swarm of butterflies, a few jellyfish, and a few crabs. The butterflies and jellyfish can help you fly by recharging you mid flight should you be close enough. While the crabs are uncorrupted by the darkness, so they won't attack you.

For 100 CP, you get all the previous, plus a few baby manta rays. While they start out being on a similar scale as the butterflies, they possess the ability to grow quite large over the course of their lives. Eventually becoming large four-winged creatures, before taking on a much larger whale-like shape. As they grow larger, they also grow stronger, all you need to do is take care of them and they will happily work with you.

Darkness Seeds - 100

This bag of seeds can be used to grow darkness plants. While not inherently dangerous, they do feed on lifeforce rather than light and water like most plants. By planting them in places with a great amount of lifeforce to absorb they can form darkness trees.

Elder Blessing - 100

This light can be imbued into any piece of headgear. Granting them a strange orange sheen. The main benefit of this is that while it is worn, you are protected by a shield that will absorb a single blow.

Once the single blow is absorbed the sheen disappears until the item is recharged. The recharging process takes a few dedicated minutes, after which it gains its protective shield once more.

Fireworks Staff - 100

This staff is capable of firing out five firework like projectiles with a recharge time of ten seconds. However, unlike its Held Props variant, these shots are powerful enough to deter a krill if used well.

Additionally if you have the Lightcatcher perk, you will find this a useful tool as it seems to be able to gather excess light with greater precision.

Potion Set - 100

This is a collection of five potions, each restored in a week if consumed. The effects are varied, as much as the spells available in the Spellcasting perk. After one is consumed you can request one of the other effects from here for it to be replaced by and you will get that instead when the potion is replaced.

Flying Boat - 100/200

This dark grey boat is powered by darkstone, granting it the power of flight through a small amount of heat. This boat is about the size of a gondola, and is powered by its own oars that will paddle on their own.

For an additional 200 CP, you can get a boat the size of the Forgotten Ark. It is capable of housing a small crew with all of the same capabilities as the smaller boat instead.

Cave of Prophecy - 200

The Prophets created a series of four trials to gauge the intuition and skill of the King. These trials, the trial of water, earth, air, and fire, each tested a different attribute of the would-be ruler, patience, resilience, balance, and courage respectfully. These trails still exist in modern times should someone dare to brave them.

Beyond their normal reward these places can be adapted to new worlds. They make for great training grounds as they strongly limit the abilities one can use while undergoing the trial.

Colored Lights - 200

This set of six colored lights are capable of terraforming a location into an oasis and keeping it in that state even if external forces would slowly be whittling that away. The Red Light controls the temperature. The Blue light purifies water, including what is in the clouds above. The Cyan Light cleans the air and helps sunlight shine in the area. The Green Light helps plants grow and will create basic plants suitable for the area. The Purple Light will create a synthetic day-night cycle. The Orange Light will attract safe animals into the area.

Upon purchase you get a set of these lights, however, if they are consumed, they are replaced after a year, rather than a week.

Personal Island - 200

Choose either a floating island or an island in the sea, in either case you become the owner of such an island. You are free to choose its ecology and biome.

The full size of this island doesn't exceed the size of Sanctuary Island, but it can be divided into multiple smaller islands as you'd like.

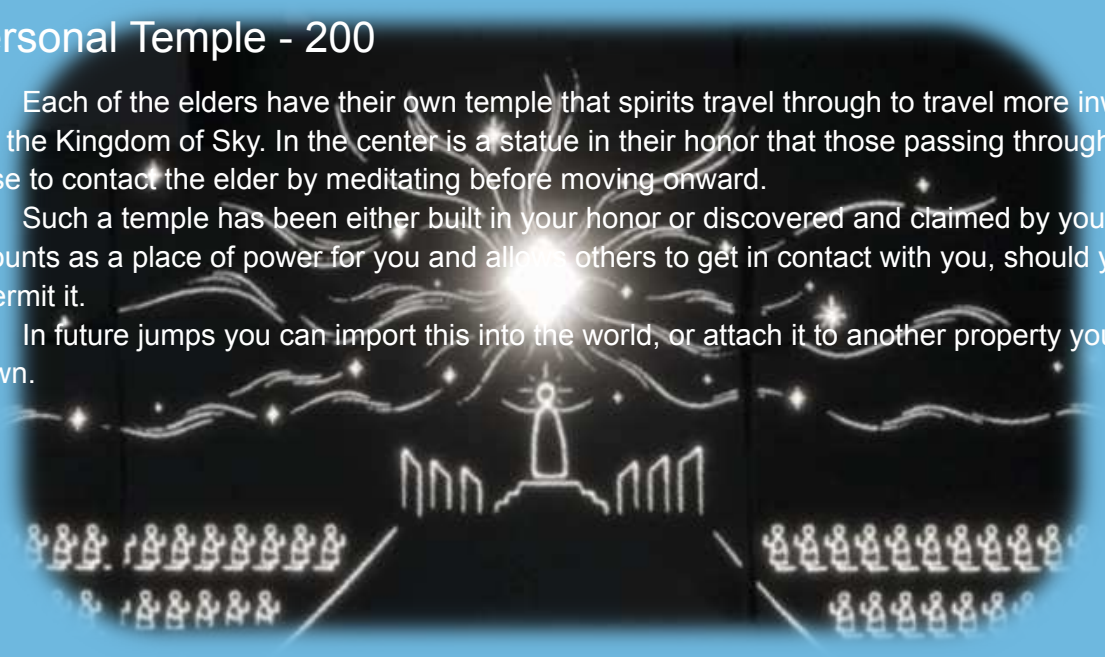
In future jumps you can import this into the world, or attach it to another property you own.

Personal Temple - 200

Each of the elders have their own temple that spirits travel through to travel more inward to the Kingdom of Sky. In the center is a statue in their honor that those passing through can use to contact the elder by meditating before moving onward.

Such a temple has been either built in your honor or discovered and claimed by you. It counts as a place of power for you and allows others to get in contact with you, should you permit it.

In future jumps you can import this into the world, or attach it to another property you own.



Companions

New Friends/Old Allies - 100/400

For 100 cp, you can either create a new companion, or import an old one. Either case, they receive a 600 cp stipend to buy their own options here.

For 400 cp, you instead get six new companions, or imports for old ones, in any mix, as above.

If you build a companion that is the equivalent of a character as a new companion, you can take the person they are an equivalent of instead.

Sky Grandparents - 100

Most Sky kids are quite spry and young, seemingly perpetually so. These two seem to be a bit of an exception. Both appear quite old and use canes while walking around. Despite their frailty, they are still able to complete their duties as Sky kids quite competently. They are quite happy to tell stories of their adventures and share their experiences. They also somehow know when they are going to encounter people they know and will produce freshly baked personalized snacks. They are remarkably competent and capable in almost every situation, so much so that it is suspicious.

Whenever they are imported, they can be imported in the place of grandparents or caretakers at your discretion. They also seem to maintain their levels of competence even after being imported.

Swarm of Moths - 200

This group of seven Sky kids are identically dressed, all wearing Moth Chic, and possess the freebies of the Sky kid perkline and general perks. They are all a little lost here, but have attached themselves to you like ducklings following their mother. Take care of them won't you?

In future jumps, they can be imported as a group, or individually. If they are imported individually, the ones imported individually cannot be imported as part of the group in the future.

Toggles

Gilded Age

(Restricted to Spirit)

Instead of the time after the sky kids arrive, you instead join several years before the calamity falls that will ultimately lead to that time. During this time you will have a physical body. Perhaps this will give you the opportunity to make the world avoid that fate.

Proto Sky

Make the world much more like the concept art, there are creatures that guard the path towards the elders. Some of the elders themselves do not want you to proceed and the King has fused with Eden itself as your final challenge.

Drawbacks

You can take any amount of drawbacks, but cannot take the same drawback more than once, unless otherwise specified.

Scrapes and Bruises - 50

(Can only be taken if you have 50 CP left)

Learning to fly is a difficult process if you aren't naturally aerodynamic. This will make it so that there is a bit of a learning curve to the flight offered here. Be prepared for a few rough starts and landings until you get the hang of it.

Full Speed Drifting - 100

Somehow, it seems you lack a certain finesse when it comes to short movements. Whenever you are going across a room you won't have problems. If you try to take just a few steps forwards you will find yourself sliding forward at full speed frequently. Similarly, when you just need to make a short hop, the winds will pick up just enough to push you an extra ten feet ahead. This won't normally put you into danger, instead just being quite annoying.

Moth Flame - 100

There's something about you that makes people think you can help them with their problems. This effect seems particularly strong with people less experienced than you. You will frequently find yourself interrupted by people asking for help. This is frequent enough that by the time you help one you will likely have gathered a second waiting their turn.

Report for Duty - 200

Pick one day every week. By selecting this drawback, you will need to go through the process of reincarnating on that day every week while you are here. This won't inherently inhibit you in any other way, but having such a specific schedule tends to ruin the majesty.

Turbulence - 200

While normally the skies here are fairly calm, something seems to have caused some pretty chaotic winds. Close to the ground, all you will need to deal with are some strong winds. The higher up you go though the more chaotic they are until it isn't worth trying to navigate when they are like this.

While most days will be normal, the weather will be like this a few days out of the week, so be prepared.

Extinguished - 400

Ordinarily, having some energy will protect you from some hits from smaller creatures. With this though it seems that every solid hit you take will completely exhaust you. Each blow leaving you crawling on the ground hoping someone nearby will rekindle you.

Mutant Crab Rising - 400

The crabs of this world come in a few varieties, the harmless normal crabs, the violent dark crabs, and the mutant crabs. The normal and dark crabs can be rendered inert by flipping them over quite easily, not so much their mutant cousins.

By taking this drawback, all dark crabs are replaced by mutant crabs, and all normal crabs are replaced by dark crabs.

Krilled - 600

Before, the krill (or dark dragons) mostly dwelled in the most dangerous places like the Golden Wasteland, and Eden. By choosing this it seems that they are far more prevalent, being in every area, and frequently in multiple numbers. They will be just as dangerous as they were before too.

Dark Lamplighter - 600

It seems that someone has taken offense to all of the fires being lit around. Many of the candles have been cleaned up, and all of the torches have been extinguished. Whoever is doing this is so efficient that even if you relight these torches, they will be around to put them out in not too long.

Scenarios

You can select any number of scenarios, provided they are compatible with each other

Unshattered

The world wasn't always like this. Before, the spirits could easily go through the cycle without any interference. That is, until the giant diamond was made in the center of Eden. The King created this diamond to use it as a massive battery to power the civilization he ruled. Once it was put in place, it shattered and turned the capital of his lands into the wasteland it is today. In the shattering, the King was consumed and is believed to be beyond saving.

The new massive lodestone blocked the entire system of reincarnation. While the appearance of the Sky kids has helped the world quite a bit, it hasn't done much to resolve the issue. That responsibility now seems to fall to you.

You have been tasked with clearing the diamond from the center of Eden and cleaning up any residual effects from clearing it.

This isn't as straightforward a task as it may seem. The diamond absorbs energy quite hungrily allowing it to spew forth more stones and produce a stronger maelstrom. In fact, it has recently been throwing meteors into the world outside of Eden causing problems for the ecology wherever they land. Shattering it will leave you with a large number of gems in the location that chaotically interact with each other. Such a state could easily be worse than if you had done nothing at all.

If you manage to complete this task, you get the following Item and Companion:

King's Crown

This simple three point crown is the same as the one worn by the now lost Elder of Eden. Wearing this marks you as a ruler of some obscure kingdom that everyone is sure they have heard of. It also marks you as a friend of nature, to whatever beings care about such a thing.

Megan

As you finish this task, a tall Sky kid wearing a bird mask with an orange cape will fly down next to you. They leave oddly long and vibrant orange cloud trails behind them. They will thank you and offer to come with you on your future journeys if you will let them. They possess every general perk and perk in the Sky kid perkline, along with the Elder Blessing Item. Despite their current appearance, they seem to be more than just a Sky kid. They possess an innate grasp of life, death, and reincarnation making them quite capable in any skills that are related to those ideas.

Who is the Dark Lamplighter?

(Requires Dark Lamplighter Drawback)

Clearly there is something sinister going on, and now it is up to you to discover who is putting out all these lights. Skykids and spirits will talk of a shadowy figure with glowing orange eyes that elicit a primal fear in them when seen before the figure vanishes.

While it is easy to see the effects the unknown figure has, they are quite difficult to catch. More problematically, even if you are keeping up they seem to be able to extinguish the light inside a Skykid as easily as any lamp they have found. So special preparations must be taken.

Other than vague rumors of the Lamplighter's whereabouts, there is a rumor that the Prophet of Fire may know something. The Prophet themselves will be unlikely to reveal anything unless you press them about it enough. This will reveal that one of the Shadows from his trial has escaped and taken the shape of a Sky kid for reasons unknown. The Prophet will ask that you capture, but not harm the creature, and return it to him.

If you complete this scenario, you keep the cp from the drawback, but no longer suffer the effects of the Dark Lamplighter Drawback. In addition, if you manage to capture the creature, you will get the following Perk and Companion, otherwise you only receive the perk:

Reinforced Inner Candle

The extended time in the dark, while chasing a creature that can snuff out even inner light has made your inner light heartier than most. While there are a number of creatures that can affect your inner reserves in various ways you have an innate resistance to their effects. Even other sources of power you possess are now harder for external forces to drain away from you.

This doesn’t reduce the cost of any abilities you use, only reducing the effectiveness of effects that would drain or reduce your reserves.

Dark Lamplighter

Should they still be alive the creature will indicate that it would like to join you. It has taken on the form of a Sky kid, except that its attire is completely black. Though the two disturbing features it has are its eyes and its voice. Its eyes seem to ripple out with a malevolent orange light, and its voice that sounds like a number of spirits wailing.

In their time outside of the trial, they slowly gained an intellect like a Sky kid. Now they want to learn even more about the world. They are predisposed towards dark powers, but are capable of learning anything a normal Skykid is. Be the guiding hand for them and they could become anything.

Notes/Anticipated Questions

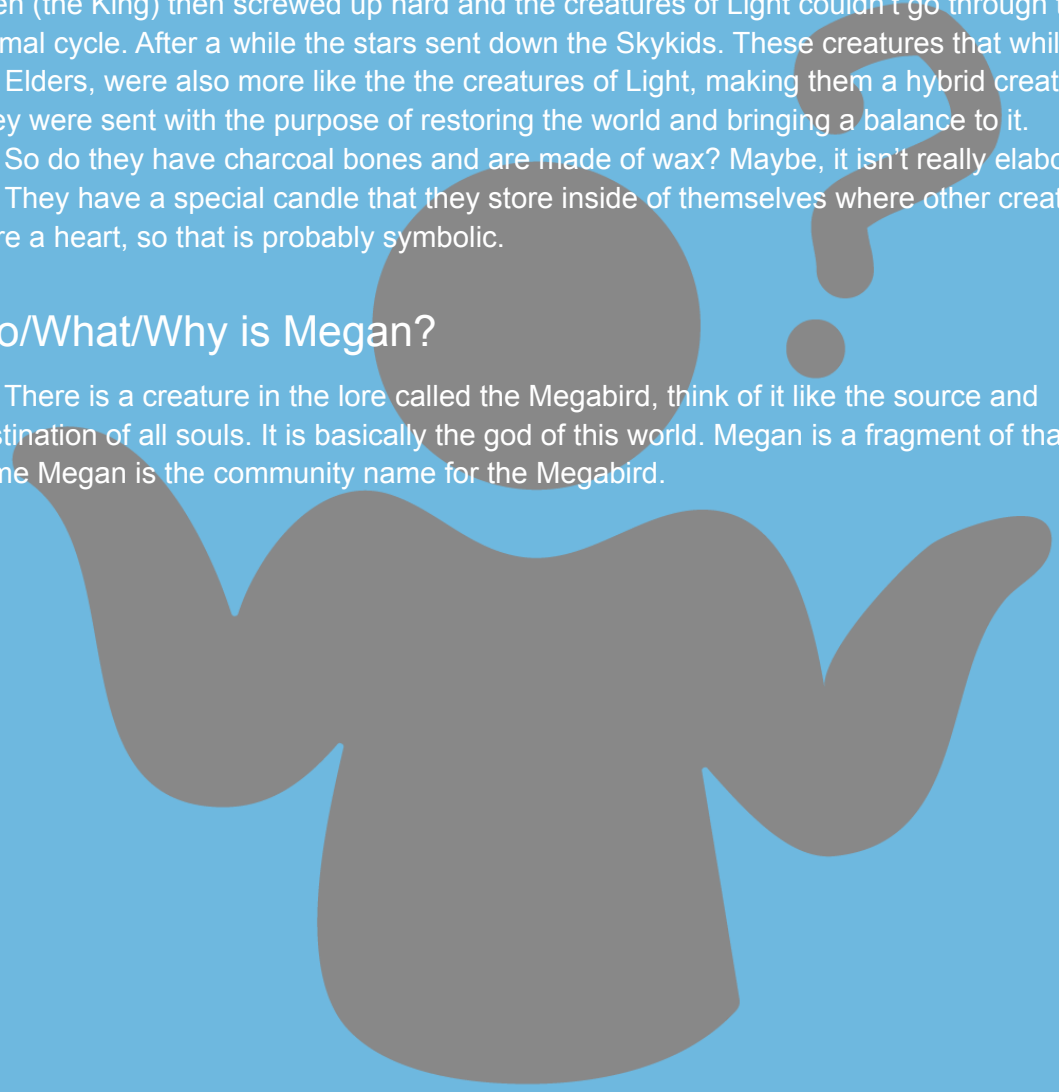
What is a Sky kid

As far as I can tell, the ancestors were beings of the world itself and they prayed for guidance. Their prayers were answered in the form of the Elders that came from the stars. The Elders were similar to the Ancestors, to be able to integrate with them. The Elder of Eden (the King) then screwed up hard and the creatures of Light couldn't go through their normal cycle. After a while the stars sent down the Skykids. These creatures that while like the Elders, were also more like the the creatures of Light, making them a hybrid creature. They were sent with the purpose of restoring the world and bringing a balance to it.

So do they have charcoal bones and are made of wax? Maybe, it isn't really elaborated on. They have a special candle that they store inside of themselves where other creatures store a heart, so that is probably symbolic.

Who/What/Why is Megan?

There is a creature in the lore called the Megabird, think of it like the source and destination of all souls. It is basically the god of this world. Megan is a fragment of that. The name Megan is the community name for the Megabird.



Changelog

v1.1

- Added Rebreather Item
- Minor grammar fixes

v1.0

- Initial Document