

The Edge Chronicles:

The First Age of Flight

Jumpdoc by QafianSage

Far far away, jutting out into the emptiness beyond like the figurehead of a mighty stone ship, is the Edge. Shrouded in mist and bordered by open sky, it is a place of forests, swamps and rocklands.

There are many who inhabit its various landscapes; from the trolls, trogs and goblins of the perilous Deepwoods to the phantasms and spectres of the treacherous Twilight Woods, from the bleached scavengers of the Mire to the white ravens of the Stone Gardens. While in Undertown, that seething urban sprawl which straddles the Edgewater River, there are creatures from all over the Edge who have travelled there to discover what they hoped would be a better life than the one they left behind.

Not all the inhabitants of the Edge live with their feet on the ground however. Some – the citizens of the great floating city of Sanctaphrax – live with their heads literally in the clouds. Dwelling and working in their sumptuous palaces and lofty towers, they are academics, alchemists, sub-acolytes and apprentices, plus, of course, all those who make their lives of research and study possible: the guards, the servants, the cooks and cleaners. Secured by the great Anchor Chain to the centre of Undertown below, the rock upon which Sanctaphrax has been constructed is still growing.

The Deepwoods, the Edgelands, the Twilight Woods, the Mire and the Stone Gardens. Undertown and Sanctaphrax. The River Edgewater. Names on a map.

Yet behind each name lie a thousand tales – tales that have been recorded in ancient scrolls, tales that have been passed down the generations by word of mouth – tales which even now are being told.

What follows is but one of those tales.

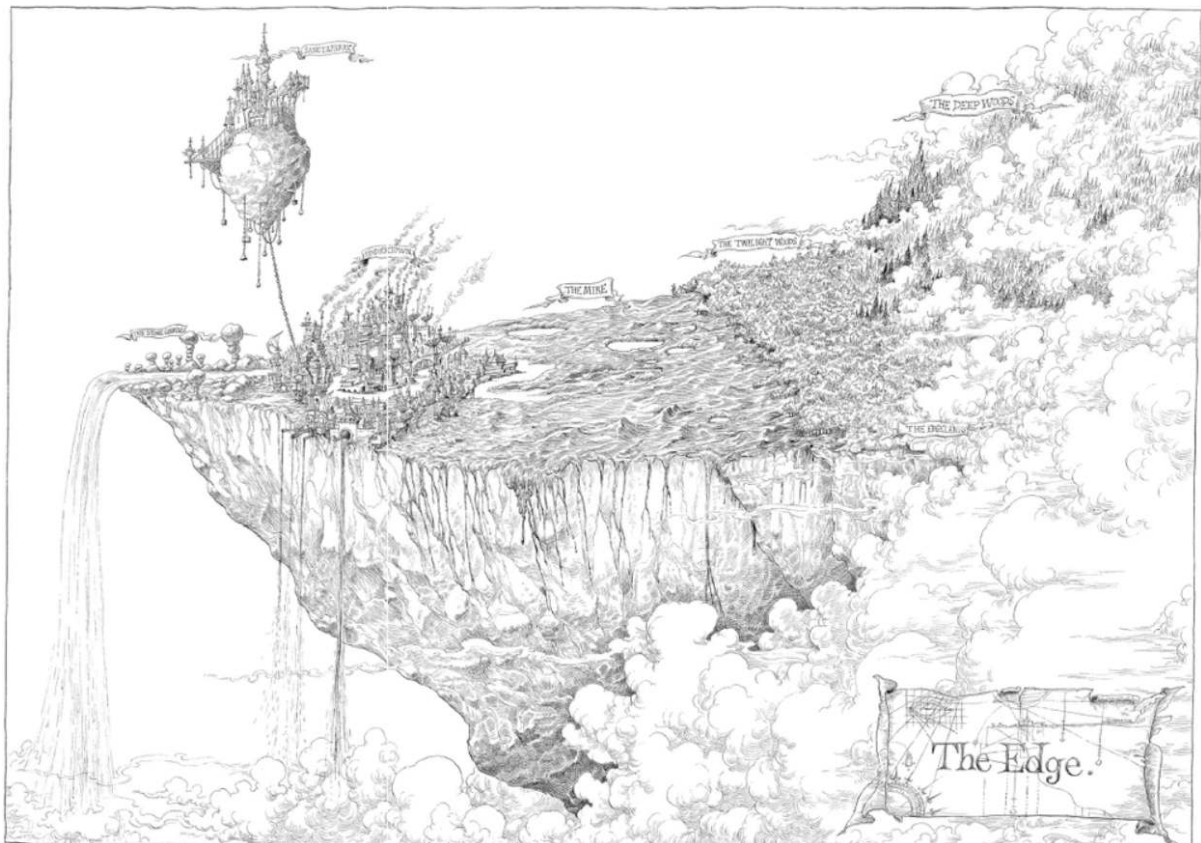
Take 1000 CP.

You're going to need it.

Time and Location

You arrive in the Edgelands either:

- One month before Turbot Smeal sets the fire in Wind Jackal's mansion in Undertown.
- or*
- One month before Twig Virginix leaves the woodtroll paths on his journey through the deepwoods.



You start in a location associated with your origin or species, or roll 1d6 and start in the location rolled.

1. **Sanctaphrax:** The great academic city of Sanctaphrax, built atop the great floating rock and anchored to the Edge by a great chain, this is the centre of sky-scholarship in the Edge - but also a place of scheming and betrayal from which earth-scholars have largely been banished.

Sanctaphrax Scholars may start here for free.

2. **Undertown:** The city which has grown up around the chain of Sanctaphrax, seeing to the academics' needs and sustaining a thriving economy of its own. Undertown is ruled by the United Leagues, a great coalition of dozens of powerful guilds which

monopolise almost all trades in the city.

Undertowners may start here for free.

3. **Wilderness Lair:** The hidden haunt of the Sky Pirates, where they tether their ships to the rock of the Edge Cliff itself. Here they are all-but unassailable by the leaguesmen who would destroy them, and gather to plan strategy together - though always with the understanding that they are as much competitors as allies.

Sky Pirates may start here for free.

4. **Woodtroll Village:** One of many villages built into the deepwoods by the careful, traditional woodtrolls, this quaint place is linked to all other woodtroll villages by well-trodden paths, and its inhabitants are well-versed in the ways of the deepwoods and how to harvest their bounties. If you wish, this may be Twig's village.

Deepwooders may start here for free or, if they choose, somewhere off the path in the deepwoods themselves.

5. **The Nightwoods:** To the east, beyond the deepwoods, the sun's light fades as you pass through a barrier of thorns into the terrible nightwoods. These lands are haunted by all manner of creatures adapted to the eternal darkness; waifs of all kinds which can hear thoughts and project their own to deceive and trick travellers into becoming their prey. But somewhere in these woods lies the sacred peak of Riverrise, with the Garden of Life where the Mother Storm spends her power, and the healing waters of the Riverrise Spring from which the Edgewater and all life on the Edge flows.

Waifs may start here for free.

6. **Free Choice:** You may choose to start in any location in the Edgeworld for free.

Species

The Edge is home to dozens of different sapient species. It would be useless to list every variety of goblin, dwarf, trog, troll, waif, elf and more here, so instead, choose one of the following options:

For **Free**, you may be a fourthling (the closest thing the Edge has to humans), or another species whose abilities don't vary significantly from fourthlings. For example, you may be a slaughterer, a woodtroll, a fettle-legger, a knokgoblin or a cloddertrog.





For **100 CP**, you may be a species with some special or notable ability. Perhaps you are an Oakelf, with vision keen enough to perceive the auras of others, a Waif with the ability to hear others' thoughts with your great ears and to project your own, an amphibious webfoot goblin, a shryke who need not sleep and does not dream (and so is immune to the effects of the Twilight Woods), or a banderbear with great physical might, natural weapons and the ability to yodel to be heard across miles of the Deepwoods.

Whichever you choose, this becomes an alt-form after this jump. More information on the species of the Edge can be found [here](#).

Origin

Pick one Origin. Any of these may be taken as a Drop-In.

Undertowner: You're one of the many residents of Undertown, used to making a living in the city's harsh and competitive environment.

Deepwooder: You hail from the Deepwoods, familiar with their dangers, but also knowing of their bounties and the secrets of the earth.

Sanctaphrax Scholar: You are one of the scholars of the great floating city of Sanctaphrax, having dedicated your life to understanding the sky - and scheming for position, of course.

Sky Pirate: You are one of the trader-adventurer-criminals that form the ranks of the Sky Pirates, used to plying the skies to raid and undercut the Leaguesmen of Undertown.

Perks

General

Navigator (Free)

The Edge is a wild and untamed place, and it's far from unlikely that sometime during your stay here you'll end up stranded far from home. Hopefully, you'll be able to get back there with these skills; the ability to navigate by the stars, the sun and the prevailing winds, and a good sense for direction and where you've been before. You might still get lost in the Twilight Woods, but so long as you can see the sky or make landmarks, you can at least be sure you're going in the right direction.

This One's A Fighter! (100 or 200 CP)

There's only so much space on the Edge, and plenty of people seem quite happy to make some more. Fortunately, you can defend yourself; you're a damn good fighter with all manner of weapons from this era of the Edge; bows, swords, slings, fists and clubs, you can make good use of them all. You might not be able to match the greatest duellists in the world, but you can fend for yourself.

For an extra **100 CP**, you *can* match the greatest duellists in the world, and with a weapon in hand you've got a good chance even against Deepwoods monsters like logworms, skulltrogs or an angry banderbear.



Best of Earth and Sky (200 CP)

The sky pirate's son who became a Knight-Academic. The Deepwooder who became a sky-pirate. The Undertowner who rose to Most High Academe. In this world, those who can alloy the best of both worlds are often those who rise the highest, and whose deeds echo down the Ages - and you are such a one.

Pick a second Origin; you gain all discounts and freebies associated with that Origin, and are free to work out exactly how your combined background works out. Perhaps a jumper with Deepwooder and Sanctaphrax Scholar is an earth-scholar, a Sky Pirate/Sanctaphrax Scholar is one of the Knights-Academic, while an Undertowner/Sky Pirate is a scheming quartermaster like Turbot Smeal.

Undertowner

City Sense (100 CP; Free Undertowner)

Undertown is as dangerous in its own way as the deepwoods, and although slavery is outlawed there's no end of folks who'd happily sell you out for a quick buck. Luckily, you've got a knack for telling when someone's lying to or deceiving you; it won't tell you what exactly is wrong, or the truth of the matter, but if someone's trying to cheat you or lead you into a trap you'll at least know it's there.

Learn on the Job (200 CP; Discount Undertowner)

There's great opportunity in Undertown for those who can seize it - and now you're one of those people. You're a hard worker, able to easily work on menial tasks such as carpentry or checking ledgers for hours on end without becoming distracted, and pick up the skills for such work at an incredible pace, such that within a few weeks you could equal someone who'd been working a job for years. This accelerated learning doesn't apply to intellectual, social or martial skills, but it'll give you a leg-up on most others in Undertown.

Financial Genius (400 CP; Discount Undertowner)

You're a maestro of money, a true genius when it comes to handling finances, debts and monetary assets, as well as identifying and seizing business opportunities. With these skills, you could turn a knife-grinding business into the kind of thing you can retire on within a few years, or work within another organization to sink it into debts only you can get it out of. You're not necessarily the best when it comes to the social side of things, but if you found someone to handle the politics you could rise together to the very peak of Undertown.

Mastermind (600 CP; Discount Undertowner)

On the other hand, maybe you'd rather do the politicking yourself? You have a mind keen as a snicket's beak, and the skill to read and manipulate the desires of others with ease. You can set plans to take place years in advance, and find just the right people to carry them out - either under threat, or by making them *want* to. You're a cheater, a manipulator and a liar good enough that you could deceive a waif right in front of you and listening to your thoughts. In short, you're the perfect politician, and with dedicated effort you could easily reach the top of one of the Leagues. Or, who knows, maybe rise even higher.

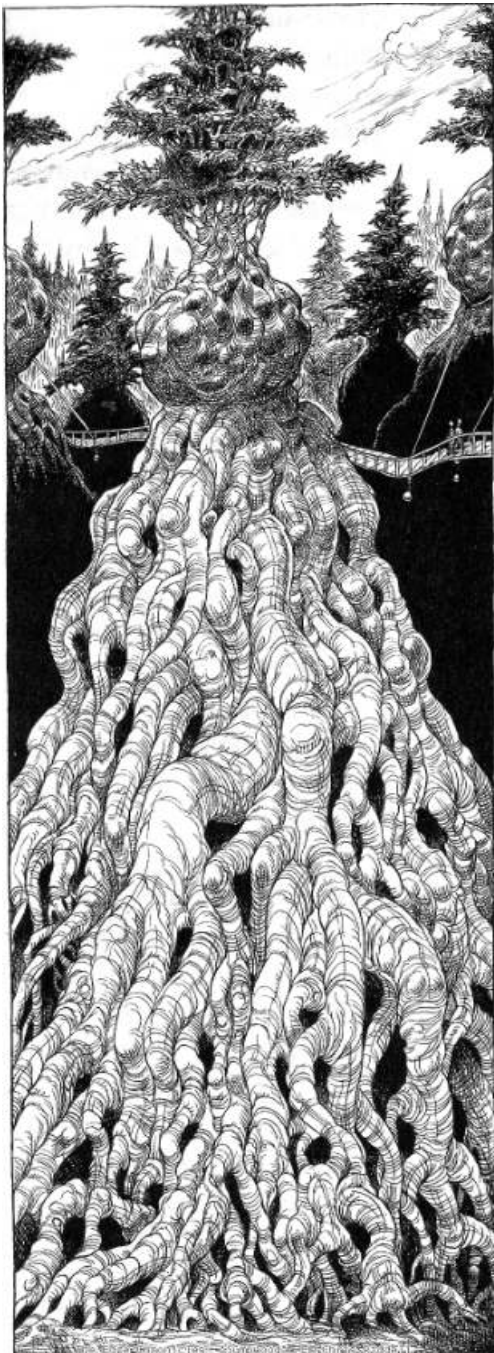
Of course, if you're not so interested in power, you could put your talents towards healing long-standing divisions, smoothing the progress of society and infrastructure, and wrangling your less-enlightened 'colleagues' towards constructive ends - but wouldn't that all be easier if you could just do it yourself?



Deepwooder

Law of the Deepwoods (100 CP; Free Deepwooder)

For all their beauty, the deepwoods are viciously dangerous. Most would perish within an hour - but not you. You know how to forage for food, how to tell sweet fruits from the viciously poisonous, how to make safely-concealed shelters and how to avoid most of the deepwoods' perils - climb a tree to escape wig-wigs, never drink from still water, and so on. Having survived the perils of the deepwoods, these skills are easy to adapt to new environments, whether they be deserts, oceans or other forested regions. Furthermore, you have a kind of instinctual sense for danger or hostile intent; you can tell when you're being watched, or when someone or something is stalking you or means to attack you. You won't necessarily know what it is or what it wants, but you'll have a little warning.



Wealth of the Woods (200 CP; Discount Deepwooder)

In spite of their danger, many types of people inhabit the deepwoods, and there's a good reason for that. Namely, the resources to be found there. You're skilled in many different techniques for woodcutting, foraging, harvesting and preparing all manner of animal parts from the deepwoods, enabling you to enjoy their full benefits. You know how to gather food safely, how to find and fell the more valuable trees in the forest - ironwood pines, lufwood, sumpwood and even the deadly bloodoak - how to hunt its beasts, how to herd them, and how to prepare their products for use, from the spiky hair of hammelhorns to the delicate threads of woodmoth cocoons. Finally, you can take these resources and turn them into simple but practical tools and structures, like houses, axes, coats and similar. With the right tools and the people to sell to, you could make a pretty penny.

In future jumps, you're similarly-skilled in harvesting natural resources.

Wisdom of the Earth (400 CP; Discount Deepwooder)

Though many inhabit the deepwoods, few have truly plumbed their secrets. You are such a one; perhaps you trained under a wise gabtroll apothecary, or were one of the earth-scholars exiled from Sanctaphrax. However you came by it, your knowledge of the properties of the plants, animals and minerals of the Edge is encyclopaedic, making you both an excellent healer and poisoner, as well as giving you insight into how different materials

could be employed. You understand the intricacies of the life-cycles and behaviours of all manner of flora and fauna, allowing you to interact with, cultivate, tame and care for them with expert skill. Finally, you have been initiated into various forms of deepwoods mysticism, from carving protective amulets against spirits and wraiths (whether or not they actually work), to using a heartcharmer to find the best way forward, to sharing the dreams of the caterbirds via their cocoons, to the secrets of life-giving Riverrise water and the sacred chine which gives it its power. The sky-scholars of Sanctaphrax would turn their noses up at such 'superstition', but you are not quite so arrogant.

Pathmaker (600 CP; Discount Deepwooder)

Every woodtroll village in the deepwoods is connected by their paths, ways well-trodden by generation upon generation, and kept safe (or as safe as the deepwoods can be) with stringent effort. With time and effort, you too can establish communities with similarly-strong traditions, and have a particular talent for building strong bonds and camaraderie in the face of harsh environments. Whether keeping refugees together and supporting one another in tough times, or simply setting up a new settlement in the harsh interior of the Edge, you make an exemplary community leader. Under your guidance people seem to work together more smoothly, and ideas and practices can become quickly embedded in a group's culture so as to continue in your absence. This works best for smaller groups, of maybe up to a couple hundred individuals, but you can apply these principles on a larger scale, if to a lesser degree.

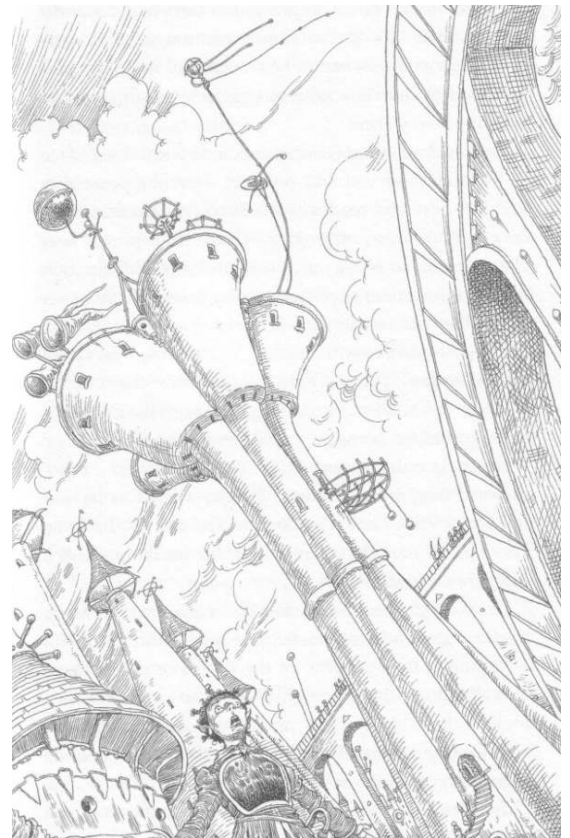
Sanctaphrax Scholar

Courtly Manners (100 CP; Free Sanctaphrax Scholar)

Much as Sanctaphrax is a centre of learning for the Edge, it's also a centre of scheming, politicking and general backstabbery. So it's probably a good thing you have an encyclopaedic understanding of the facets of its etiquette, rituals and rules, which are nearly as complex and multifarious as the clouds and aerial phenomena to which the floating city is dedicated, and a talent for picking up similar systems of etiquette at a tremendous pace. This doesn't mean you can't fall afoul of some alliance against you, but at least you won't make a faux pas save on purpose.

Book Learning (200 CP; Discount Sanctaphrax Scholar)

The floating city of Sanctaphrax is first and foremost a series of academies, schools and miscellaneous laboratories, so it would be unfortunate if you couldn't fit in. Luckily, you've got an excellent head for book-learning, able to quickly absorb even the driest of academic texts or lectures, and while you don't have a photographic memory, when you put your mind to it you can efficiently memorise all manner of complex information and recall it later.



Head in the Clouds (400 CP; Discount Sanctaphrax Scholar)

Over its centuries of prominence, the academics of Sanctaphrax have gathered a vast treasure trove of knowledge about the sky and its countless elements, from the winds, rains and mists to the movements of the clouds and the precise gradations of light and darkness. You must have been a prodigal scholar indeed, for you know just about everything gathered in the libraries of Sanctaphrax. You can read a cloudscape as easily as the written word, predict the weather for days in advance via your instruments, recognize the telltale signs of the presence of different sky-beasts, understand the intricacies of the cultivation of buoyant rocks, and have even plumbed the mysteries of stormphrax itself. When it comes to any matters related to Open Sky or the atmosphere your knowledge is encyclopaedic, though not entirely complete. The mysteries of the Mother Storm remain closed to you, as do the secrets of earth-scholarship - not proper subjects of a true Sanctaphrax scholar, after all.

Spark of Genius (600 CP; Discount Sanctaphrax Scholar)

Although the scholars of Sanctaphrax have gathered great amounts of knowledge, they don't always do much with it. Not you. There's something alive in your mind, a spark of innovation and insight which lets you turn all that you know into new and innovative ideas. You can't just pull inventions out of nowhere, there'll have to be some testing involved to find things that actually *work*, but you can make connections between disparate pieces of information to create new things greater than the sum of their parts, leaping from the beaten track to explore new possibilities that others might pass right on by. Buoyant wood rises when burned - can it be used for rapid propulsion, given the right housing? The weight of stormphrax can be altered by light - could this create an engine? You'd be wise to be careful with your inventions, so they're not stolen and used against you, but you have within your mind the potential to re-shape the Edge.

Sky Pirate

Sky-Legs (100 CP; First Free and Further Discounted Sky Pirate)

You're a practised skyfarer, skilled in all the basic essentials for a sky-sailor - knotcraft, simple carpentry, operating parawings, lighting beacons atop ironwood pines, scrubbing decks, preparing skyfare fished up on logbaits - as well as used to the rigours of sky-sailing. You know how to batten down a mainsail, how to keep from being blown overboard, and are generally a well-experienced sailor. Furthermore, you have particular skill in one of the following areas:

- *Artillerist:* You have the combination of muscle, ballistic know-how and gut instinct to expertly operate large-scale weapons used in ship-to-ship combat, such as harpoon ballistas, catapults and so on. When armed with such weaponry, you can make shots that others might think impossible.
- *Ship's Doctor:* You are an expert surgeon and at least a passable apothecary, particularly skilled in binding and treating battle-wounds and the common ailments of sky-sailors. You're more than a passable cook as well, able to turn even unappetizing skyfare into quite pleasant meals.



- **Stone Pilot:** You have mastered the subtle skills required to manipulate the buoyant rocks which make sky-flight possible, and are a skilled ship's carpenter and engineer besides. Hot rock sinks, cold rock rises are the basics, but you know all manner of different ways to manipulate these properties, as well as how to maintain the ship itself.

This Perk may be purchased up to twice more to gain all skills above.

The Touch (200 CP; Discount Sky Pirate)

You have a near-intuitive connection with any vehicle or conveyance you board; you can pick up any quirks or idiosyncrasies of a new sky-ship within hours, and can quickly learn to pilot or drive even

totally-unfamiliar vehicles like an expert within days. Sometimes it seems you can feel them like your own body. Similarly, you've got an unspoken knack for compensating for problems or damage that might arise in vehicles you're using; you can't make a sky-ship fly without its rock, but you could sail a cobbled-together wreck of a ship with a patched-up flight rock with a good degree of safety, if not grace.

Master Raider (400 CP; Discount Sky Pirate)

Sky pirates don't have the resources of Leaguesmen, so they have to fight smarter, rather than harder. You're a master of the tactics involved in skyborne warfare and raiding, able to pick your targets for maximum value and minimum risk, to direct a crew to outmanoeuvre a larger and more powerful opponent, to lose pursuers, and to launch and lead lightning raids designed to surprise and confuse your enemies into not being able to put up a real fight. The less fighting, after all, the less risk of death - and you can't enjoy your lovely loot if you've been sent off to Open Sky, now can you?

These kinds of hit-and-run tactics translate well to other forms of naval or asymmetric warfare as well, and could make you an excellent insurgent fighter or pirate even in worlds without buoyant rocks to take to the skies with.

O Captain, My Captain (600 CP; Discount Sky Pirate)

You have the particular combination of intimidating presence, inspirational oratory, iron-clad honour, steely determination and a vast library of curses that mark a truly great sky pirate

captain. With relative ease you can ensure your enemies will fear your name, while your followers love and respect you for your care and regard for them, and your valour and boldness. You have a knack for building loyalty in others, and the will and determination to not only hold your nerve and sense of self in the face of terrifying circumstances or supernatural bewilderment, but to hold your followers together as well. Under your command they would willingly charge into battle, sail into a Great Storm, or follow you into the Twilight Woods, trusting that you'll see them through it. All that remains is to live up to their expectations.

Items

Cliff-Marble (Free)

A chunk of rock quarried from the Edge itself, this appears at first to be nothing more remarkable than a piece of faintly-luminous stone. Over time, however, faint glimmers of light - glisters - will be attracted to it from who-knows-where. These little motes are the seeds of life on the Edge, brought to full fruition by the life-giving powers of Riverrise water and the energies of the Mother Storm. In the meantime, though, they are little more than sparkling lights that respond to and feed on emotion; in low numbers they're harmless (and not very useful either), but when the Academy of Wind built a whole building out of cliff-marble, the swarms of glisters it attracted amplified the academics' emotions until they went mad.

Perhaps don't sheathe your whole Warehouse in the stuff?

A Trusty Weapon (Free)

The Edge is a dangerous place; it's best not to go unarmed. Choose a weapon no more advanced than a bow - a sword, sling, axe, spear, bow and so on. You have an example of such a weapon, expertly-made and highly resistant to damage or being broken. If you manage to break or lose it, you'll find another one almost exactly like it within the day. Somehow.

Companion Import (100 or 400 CP)

You may create a companion, or import an existing companion, into this jump with 600 CP to spend, along with an Origin. They may only gain up to 400 CP from

Complications. You may spend your own CP on companions as well.



For 400 CP, you may instead import up to eight existing companions this way, save that they get 400 CP each instead.

Canon Companion (100 CP)

You may recruit a person from this world to join you on your journeys, assuming you can persuade them to join you.

This may be taken as many times as desired.

Undertowner

Purse of Gold (100 CP; Free Undertowner)

Quite simply, a purse of gold pieces; enough money for you to live on frugally for a year or so, or to make a few big purchases. The purse will replenish on its own over the course of a year, so you'll always have a bit of a financial base to work from.

In future jumps, the purse will contain currencies of equivalent value.

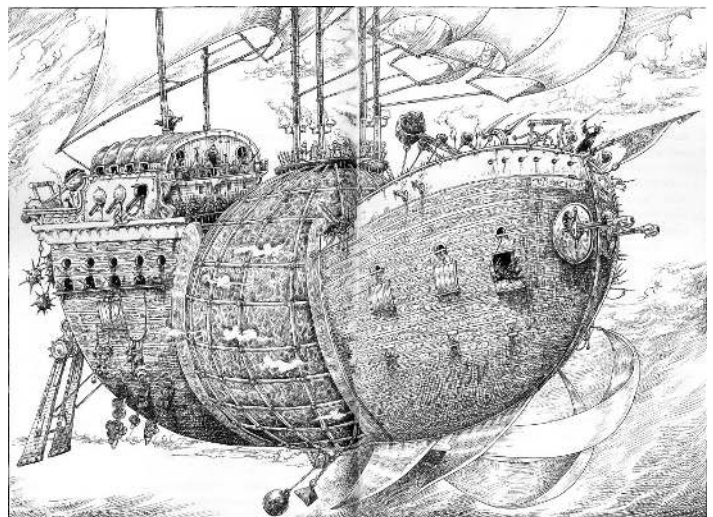
Personal Business (200 CP; Discount Undertowner)

You have some property of your own in the city; a nice little business, tavern or shop-front to work out of, and which will provide for you a fairly comfortable living, as well as a base from which to build a greater organisation.

If you have the **Mastermind** perk, you may instead be the head of your own League; an entire guild of craftsmen answers to you, making you a very rich jumper indeed, as well as giving you significant influence in Undertown's politics.

Dreadnought (400 CP; Discount Undertowner)

Sky-ships are limited in size primarily by the size of their flight-rock. The rocks in the Stone Gardens only grow so large before they float off into Open Sky - but this ship is just about at the limit. Its flight rock is enormous, nearly fifteen paces across, making it nearly twice the size of most sky-pirate vessels, and giving it the maneuverability of a vessel two-thirds its size (most of which use multiple flight-rocks). The ship comes with a competent, if not exemplary, crew to man it, and could earn you no small amount of money thanks to the sheer amount it can carry, if you were to use it for trade. On the other hand, you could arm it and use it as a bludgeon against your enemies - and unlike the *Bringer of Doom*, there's no stormphrax shard at the heart of this rock, ready to slam your ship into the ground.



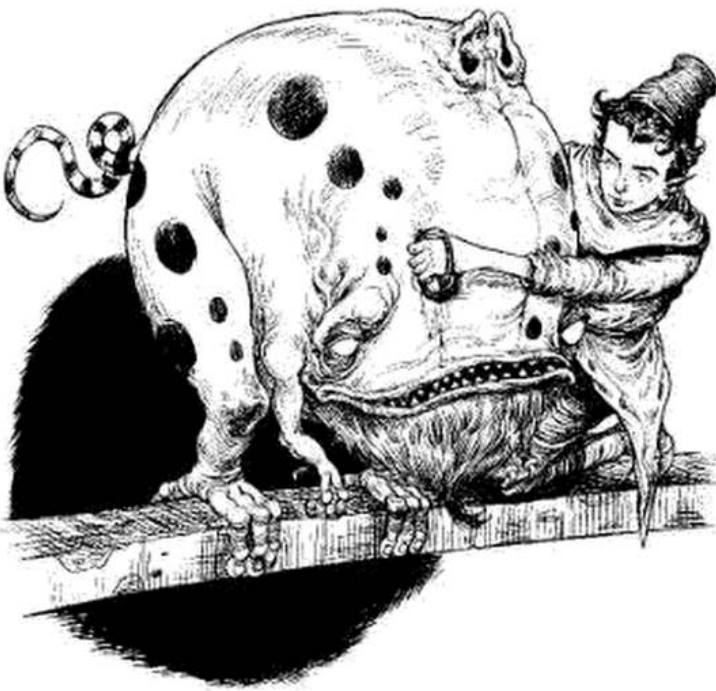
Mercenary Company (600 CP; Discount Undertowner)

They say that war is politics by other means. The Edge doesn't really have true nations in this era, but that statement still hold true - and so you have at your command one thousand skilled shryke or goblin mercenaries, willing to kill (and a little less willing to die) in your name. This is an enormous force in this era, enough to if not conquer the whole of Undertown or Sanctaphrax, then to be a significant threat. These mercenaries won't betray you, and you can take them as followers into future jumps, either keeping them as they are or gaining a mercenary company from the new setting of appropriate relative strength.

Deepwooder

Tools of the Trade (100 CP; Free Deepwooder)

A set of sturdy clothes fit for rambling through the deepwoods, as well as a good pack and survival kit (ironwood burner and kettle, sleeping-hammock and so on), a rope that won't break or come undone unless deliberately cut or used to hold truly absurd weights, a hunting-bow and quiver of arrows, and a roll of tools useful for carpentry, preparing kills and otherwise making your way in the deepwoods.



Animal Companion (200 CP; Discount Deepwooder)

The deepwoods are filled with all manner of strange wildlife, and at least some of it seems to have attached itself to you. You have an animal from the deepwoods as a companion; loyal and affectionate towards you, it will act to warn you of danger, protect you and generally act as a loyal friend. The exact shape of this animal companion may vary; it can't be much bigger than a person, and it can't be a truly mystical creature like a caterbird, but a clever quarm, a faithful prowlgryn, a sturdy hammelhorn, a fearsome woodwolf, a flitterwaif, or even

something usually hostile like a hoverworm. Whatever form it may take, you can be assured that your animal companion will follow you wherever you go, and do its best defend you from harm. It also has a particular knack for turning up just when you need it, and does not take a companion slot.

Treasures of Riverrise (400 CP; Discount Deepwooder)

This simple bottle and small pouch may look unassuming, but their contents are anything but. The bottle contains the purest Riverrise water, while the pouch is filled with a fine, grey silt: Sacred chine, from the very banks of the Riverrise spring. Both have potent healing

properties; a mouthful of the water will banish infection and cause wounds and even more magical or spiritual harm to heal rapidly and safely, even in a patient close to death, while the chine can be used even in tiny amounts to greatly increase the potency of all manner of medicines, and has miraculous properties to make soil fertile and boost growth and vitality, especially in combination with knowledge of earth-scholarship. They are also both anathema to unnatural things like the Blood-Red Glisten or the Gloamglozer, whose face was burned by searing chine.

Both bottle and pouch refill over time, but only very slowly; if emptied entirely, it would take a year for them to be completely full again.

Deepwoods Valley (600 CP; Discount Deepwooder)

You have discovered a true haven in the deepwoods; a sheltered valley some ten kilometres across within whose bounds it seems almost all of the deepwoods' treasures are represented. Stands of many different valuable trees are here, from ironwood pines to lufwoods, bloodoaks to sumpwoods and more. A river flows through it into a lake whose bottom glimmers with the telltale signs of clams forming precious lake-pearls. All manner of animals with useful traits call it home, from bountiful herds of hammelhorns to colonies of woodspiders and nightspiders spinning their finest silks. It's not *safe*, because a lot of the most valuable aspects of the valley also present dangers of their own, but it's a good deal safer than most of the deepwoods, and both flora and fauna seem to replenish themselves at incredible speeds, while truly dangerous creatures seem to avoid it, and it's well-hidden enough that you'll never have to deal with forces like the Great Shryke Slave Market setting up on your doorstep unless they're led there.

Now, this would be a bit much to make use of on your own, but if you choose you may have the valley already populated with a network of villages, all of whom regard you well and as a leader, and who can handle the harvesting of these bountiful resources on their own while you go off and manage other things. Or maybe you just want to stay here and build up a nice, peaceful life in this closest thing to a sanctuary in the deepwoods.

Sanctaphrax Scholar

Scholarly Robes (100 CP; Free Sanctaphrax Scholar)

The scholars of Sanctaphrax are almost all obsessed with status and their precise positions in the academic hierarchy of their home. With these spiffy robes, you'll be able to fit right in amongst these exalted figures - and what's more, despite their impressive nature which clearly communicates your status as a person of refinement and intellect, these robes will somehow never impede your movements or get in your way. You can have it done in the style of any of the schools you like, though going about in the garb of the wrong school may invite... Difficulties.

Instruments (200 CP; Discount Sanctaphrax Scholar)

What is a scholar without the instruments of their trade? This large trunk contains a great array of scientific instruments both compact and complex, enough to be able to analyse almost any natural phenomenon related to the sky. Barometers, thermometers, chemical tests for sourmist particles, devices to register psycho-climatic effects, prisms and lenses to distinguish precise gradations of light - they're all here, and all ready for use. The trunk and

anything stored inside is very resilient to damage, and if any instruments break you'll be able to replace them within a day or two.

In future jumps, the trunk will update with appropriate scientific instruments to analyse any unusual phenomena there - though you might need to find somewhere to store your expanding collection.

Chest of Stormphrax (400 CP; Discount Sanctaphrax Scholar)

You have a lightbox about two feet long, one foot wide and one foot deep, whose inside is held in perpetual twilight. The lamp is steady and never seems to run out of oil - which is good, because the real treasure is the lightbox's contents. In short, stormphrax. Lightning from a Great Storm, solidified in the Twilight Woods and turned to sparkling, scintillating crystal. In bright light it is highly volatile, but in darkness its weight becomes immense. Only in twilight is it both light enough to move, and safe enough to handle. Even the merest speck of stormphrax can endlessly purify water. To even look upon the sacred substance is grounds for the death penalty - but luckily, you have a writ allowing you and those you permit to do so.

The chest re-fills once every year, restored by mysterious means.



Ancient Laboratory (600 CP; Discount Sanctaphrax Scholar)

Perhaps the very heart of Sanctaphrax was the Ancient Laboratory of the First Scholars; the culmination of their scientific knowledge, and where they eventually attempted to create life itself, only to bring about abomination. You have an imitation of the original, less a laboratory in the traditional sense and more a great, arcane mechanism, a vast latticework of glass tubes and valves and cunning machines which, when operated properly, are capable of replicating almost any climatic or environmental condition across the Edge. Here you could distil liquid Joy, Greed or Sorrow from the atmosphere, imitate a storm in miniature, create synthetic sky crystals and all manner of other natural wonders. Perhaps you could even

replicate the ancient experiments of the First Scholars, channelling the power of a storm into a glister to empower it into true life. They created the monstrous Blood-Red Glister, and Linius Pallitax' experiments in turn created the Gloamglozer - but third time's the charm, right?

Sky Pirate

Piratical Gear (100 CP; Free Sky Pirate)

What's a sky pirate without their style? You have a set of clothes both well-suited for sky-sailing, and with an impressive look according to your preferences. Perhaps you want to project an air of awe and fear in your prey, or cut a dashing figure as you steer your ship? Whatever the case, while dressed in these you'll always be able to stand out from the crowd, and they do a fairly good job of protecting you from the cold and winds of the sky.

Oh, and you get a pair of parawings as well. Can't be a legendary sky-pirate if you die from a fall, now can you?

Loyal Crew (200 CP; Discount Sky Pirate)

A half-dozen skilled sky-sailors, friends and comrades, loyal to you and willing to follow you, whether or not you actually have a ship to sail. Each of these individuals has either the **Sky-Legs Perk**, the 100 CP version of **This One's A Fighter!**, or can be a 100 CP species (see above) with only more basic sky-sailing skills. These count as Followers, and if you're unfortunate enough to lose some, you'll be able to find new crew members soon enough.

Sky-Pirate Ship (400 CP; Discount Sky-Pirate)

You have your very own sky-pirate's ship; held aloft by a high-grade buoyant rock, it's certainly not the largest ship in the sky, but it is one of the more graceful, comparable to such vessels as *Edgedancer*, *Stormchaser* or *Galerider*. With a good crew to man her, this ship will be able to sail rings around the lumbering vessels of the Leagues, and outrun all but the best of other sky-pirates. You're still vulnerable to truly dangerous weather, but this ship seems particularly suited to daring or agile manoeuvres, riding gale-force winds with the grace of a stormhornet, and more resilient to damage than her sleek build would suggest.

If you somehow manage to lose or destroy your ship, you'll be able to find a new one with similar qualities soon enough - though it just won't be the same.



Watchful Caterbird (600 CP; Discount Sky Pirate)

It seems that at some point you witnessed the hatching of a great caterbird. These enormous, mystical birds are capable of thought and speech, and share dreams such that they consider themselves one being rather than separate individuals. They also consider it a sacred duty to watch over any who witnessed their hatching. In short, you have a very large, very sassy hornbill who's appointed themselves as your personal guardian angel. They don't have much destructive power, but they are very wise indeed thanks to their shared dreams, and have an uncanny knack for turning up just when you need help to get out of a sticky situation, or to deliver you information they've discovered. You can't always rely on them, but at least once a year if you're in a situation where you desperately need help or guidance, your caterbird will arrive to save you. Just don't expect to get out of it without some griping.

In following jumps, the caterbird will follow you without taking up a companion slot and continue to fulfil its self-appointed duties. It won't have as much knowledge about subsequent worlds, as it won't have millennia of shared dreams to draw upon, but it does have an uncanny knack for ferreting out useful information.

Scenarios

Stormchaser

Stormphrax! That most sacred of substances; unstable and volatile in bright light, but heavy as a thousand ironwood trees in darkness. Only in the deadly Twilight Woods does it form, when a great lightning bolt incubated in the heart of a Great Storm is discharged into the twilight radiance below. There, lightning becomes a twisted spire of glimmering crystal - but within minutes the base of the bolt, sunk in the darkness of the earth, drags the whole crystal down into the earth, never to be seen again.

Knights-Academic train for years to chase such a storm, to descend into the Twilight Woods and claim stormphrax for yourself, to return to Sanctaphrax and weigh the academy-city down once again, ensuring decades more of safety from the peril of the great Sanctaphrax Rock floating away into Open Sky.



To complete this scenario, you too must complete such a perilous quest. You must wait for a Great Storm, take a sky-ship and ride the winds of the storm itself - for no other way could you keep pace with the tempest as it blows westwards. You must see where it discharges its great bolt of lightning into the Twilight Woods, and descend into them, resisting their hypnotic lures long enough to claim your prize and return to your ship, before finally making the return journey to Sanctaphrax to deliver the sacred Stormphrax to its rightful place in the treasury at the heart of the great rock.

Rewards: Although the stormphrax claimed on your voyage is to be given up to Sanctaphrax, you have hardly returned empty-handed.

Firstly, you are named a Knight-Academic in full, earning you great respect from all in Sanctaphrax and Undertown. This title stands as proof of the way that the ordeals of your quest have forged your will; you are capable of resisting all manner of supernatural mental influence or hypnosis, no matter how powerful, so long as your will is strong enough. Even should a god attempt to enthrall you, you could at least attempt to resist. Any crewmembers or companions who followed you into the Twilight Woods gain this benefit as well, though not the title.

Secondly, your time beneath the boughs of the Twilight Woods has given you insight into the peculiar qualities there which allow stormphrax to form. You have an understanding of how to create an environment similar to the Woods. This initially uses clever devices to precisely modulate light, but eventually such regions will become self-sustaining through the sepia refractions of phraxdust. These areas will have the same mind- and mortality-altering properties as the Woods, but most importantly if a lightning bolt strikes within them (and such a bolt must come from a true storm, not simply sparks between wires or similar), it will solidify into stormphrax.

The Garden of Life



At the far western side of the Edge is the fabled mountain of Riverrise. Considered a myth by most, it is a real place - though the way there was lost in the purges of the Sanctaphrax earth-scholars. Legends tell of the healing properties of the spring at its peak, the very source of the great Edgewater River, and of the way that the Mother Storm returns there in a millennia-long cycle, each time revitalising life on the Edge with her waters.

During your time in this jump, you or a companion will become deathly sick. Whether the result of a wound or some strange disease, the malady will be incurable - save, perhaps, by chine from the banks of the Riverrise spring. To obtain it you must journey to the far western edge of the deepwoods, then through the deadly thorn forests into the endless darkness of the nightwoods beyond. In these lands haunted by

predatory waifs - and perhaps worse things - you will need to seek out the sacred mountain, ascend the path to its peak, and let the afflicted one drink of the waters of the Riverrise spring, restoring them to life once again.

Reward: Your reward for reaching the Garden of Life is, of course, your health or that of your companion, and as much of the precious water and chine as you can carry away - but what's that glimmering in the pool?

In the shallows of the pool you find a strange stone with a shimmering, greyish colour. On its own it seems quite ordinary, but when placed in flowing water it sheds telltale particles of sparkling chine - though it never seems to grow smaller. By placing this stone in a spring or other water source you could create your own Garden of Life, although the life-giving effects will be reduced the further the water flows from its source.

Sanctaphrax Preserved

The Mother Storm comes to the Edge every several thousand years, to renew the Edgewater River and seed the Edge with new life. But the last time she returned, something very crucial was different: There was no city of Sanctaphrax. When the Mother Storm returns - and she will, within the early years of Twig Verginix - she will break herself against the city, the Edgewater will run dry, and life on the Edge will begin to wither and die. Given no time to find a better solution, Twig was forced to cut the great Anchor Chain of Sanctaphrax, saving the Edge by clearing the path for the Mother Storm - but causing the city to be forever lost in the process.

During your stay on the Edge, Mind Storms will begin to blow in from Open Sky, weather events which alter the emotions of those caught within them. These are the early signs of the Mother Storm's return. Before she arrives, you must ensure that not only does Sanctaphrax not block her path, but that the floating rock and the city upon it are preserved, at least so that they can be rebuilt, rather than being lost forever. You might do this by somehow moving the city out of the way of the Mother Storm, or reeling it down to the ground and making it secure enough that the frigid rain of the Storm won't cause the rock to break its moorings, or some other means. However you do it, both Sanctaphrax and the Edge must survive.

Reward: In the aftermath of your great labours, you find yourself wandering through the Stone Gardens near the Edge itself, when you notice something strange. Peeking out of the ground by your feet is what looks to the first glance like a small grey pebble - but you can see there's something unique about it. Prying it from the earth you find it's buoyant, and it has the potential to be so much more.



This is the seed of a buoyant rock which, if empowered by a great lightning bolt, will begin rapidly growing to a size perhaps half that of the true Sanctaphrax Rock. Over time it will continue growing further, but more slowly. With this you could build a new Sanctaphrax - and more than that, it will occasionally shed similar but lesser seeds from its sides, planting new Stone Gardens wherever it floats. At the end of each jump, at the heart of this great rock you will find a new seed which can be used to create a new great rock in future jumps.

The Heart of Open Sky

On the Edge, Open Sky is all-but synonymous with death. Skyfiring - tying a victim to a piece of buoyant wood and igniting it to send them shooting off into Open Sky - is a method of execution, and similar (albeit more solemn) means are often used to send the dead off to their final reward. Sailing over the Edge is generally considered to be more or less the same thing as suicide.

So the scholar asking you to take his strange device off into the very heart of Open Sky to measure the conditions there is asking a lot.

Still, if you truly want, you could take him up on his offer. You'll need a skyship, or some other means to get out there, and you'll need to take his contraption - about the size of a hammelhorn and hanging from a casing with a flight-rock inside - out over the Edge and into the eye of the Mother Storm. You'll need to sail through at least a dozen forms of deadly weather to reach the great Vortex, a howling swirl of wind and chaos into which there is one, extremely precise path you'll need to sail so as not to be dashed to pieces. Like many Mind Storms rolled into one, the Vortex will plunge you through heart-rending sadness, mortal terror, all-consuming joy and volcanic rage in sequence until you reach its centre.

There, in the silent heart of the Mother Storm, you will need to release your precious cargo and watch over it for weeks on end, until the device finally gathers the desired readings. Then, it's 'just' a matter of returning to the Edge again, through the memory-wiping White Storm, and all the tribulations of Open Sky once more.

Good luck.



Reward: Upon returning with the device to the scholar who commissioned you, she's quite shocked that you're still alive, but utterly delighted with the readings from her device. She pays you a princely sum of gold - enough for you and your entire crew to retire on and live like Leaguesmasters for decades - but as she's disassembling the device, she comes up short, and offers you a peculiar thing she's found inside the casing: A strange, shimmering, milky liquid which flows together like mercury.

Although beautiful in its own right, this liquid is nothing less than a distilled trace of the Mother Storm herself. If you were to drink it - and there's only enough for one person - you would gain perfect, intuitive knowledge of the weather, able to feel the winds for miles around as if they were your own body, and to predict weather events weeks in advance with but a glance at the sky. This would make you a legendary sky-sailor or sky-scholar in your own right - though explaining the intuitive knowledge is difficult at the best of times - but perhaps most precious of all this information is the knowledge of the origins of weather.

Although you can't control the weather by some magical force, your understanding has given you the knowledge of how to influence and create weather systems by unnatural means using stormphrax as a catalyst and energy-source. By combining phraxdust with powdered bloodoak-acorns you could trigger a cataclysmic Dark Vortex, and with sufficient quantities of stormphrax treated in the right way, you could even catalyse the formation of a new Mother Storm with all her creative powers, in this world or another. Perhaps if you did so, by journeying into the heart of this new Mother Storm you could refine more of the essence which gave you your insight.

Complications

You may take as many Complications as you wish, but cannot gain more than 1000 CP from any combination thereof.

Canon Insert (+0 CP)

You incarnate into the world in place of a canonical character, though you gain no extra abilities or privileges beyond what you purchase here.

Long Stay (+100 CP)

Instead of staying for ten years, you'll be staying here for at least fifty years or (if you wish) your whole lifetime. Death from old age doesn't count as chain-failure if you take this drawback.

Bad Start (+100 CP)

Instead of whatever starting location you rolled or chose, you begin either in the Great Shryke Slave Market or within the bewildering Twilight Woods.

The Great Shryke Slave Market is an enormous, moving town suspended above a deepwoods floor which teems with ravenous wig-wigs, and where anyone not a shryke or wearing a rapidly-decaying white cockade can be enslaved. For miles around any villages

are stripped bare of inhabitants and the woods laid waste; it is a hungry monster of a settlement, and you'll start deep inside its belly.

The Twilight Woods seem at first more peaceful; a strange woodland suffused with a twilight glow. However, this magical light befuddles the mind and causes all manner of delusions and visions, driving mad those who remain within too long. At the same time the light preserves such unhappy individuals, preventing death from starvation, disease or even the most grievous of wounds - at least, until they leave the Woods. If you take this option as a shryke, you will not be immune to the effects of the Twilight Woods until you manage to escape for the first time.

This Drawback may be taken twice, in which case escaping one situation promptly pitches you into the other.

Young'un (+100 CP)

Rather than entering this jump as a full-grown individual, you instead begin at ten years of age, with an appropriate body. All of your perks selected from this jump will begin at only a weak level, and you will have to hone your skills as you grow, though by the time you reach maturity (around the age of 16) they will have reached their full expression. Similarly, you will receive any Items over time as you grow into, claim or find them.

If you wish, this time spent growing into your abilities will be added to your time in this jump.

Mistrusted (+100 CP)

Slaughterers, despite their ominous name and blood-red skin and hair, are amongst the more hospitable inhabitants of the Edge. Unfortunately, all manner of dark superstitions persist about them, and so they are mistrusted by most. You are similarly mistrusted, and will have to earn fair treatment from all but particularly open-minded individuals.

Divisions (+100 CP)

The Edge of the First Age of Flight is rife with prejudice and division. Between Undertowners and the denizens of Sanctaphrax, between sky-scholars and earth-scholars, between deepwooders and sky pirates - the list goes on. You can be assured that during your time on the Edge you will find your goals stymied regularly by such divisions, and have to work to resolve them as best you can if you want to make any real headway in the world.

Curse of the Gloamglozer (+200 CP)

Perhaps you're one of the descendants of Quintinius Virginix? Whether or not that's true, the Gloamglozer seems to have taken a particular dislike to you. An



immortal, shapeshifting demon, the Gloamglozer will work to destroy your life and bring you to the depths of fear and despair through manipulation and trickery, leading you into peril and danger, though it'll try not to kill you - that would rob it of the emotions it most desires to feed upon. It won't always be present and messing with you, but every now and then it will turn up and try to make things particularly hard for you. It has very little physical strength, being a demon of the air, but it is terribly cunning and able to take on almost any form. The Gloamglozer can be injured and driven away with chine, and it can be killed - but only if you find some way to remove the glister that is its heart.

No Happy Endings (+200 CP)

The descendents of Quint seem to be cursed. Partly in that the Gloamglozer hates them for the injury their forefather dealt it, but more than that they never seem to come to entirely good ends. You have come under the same dark fate; though you can do great things and bring positive change in the world, you yourself will be plagued by personal tragedies during this jump. You will lose your faithful crew to misfortune or heroic sacrifices to accomplish those great deeds, your friends will rise high only to be brought low by betrayal, and circumstances will conspire to break your loves or see they cannot be.

Natural Magic (+200 CP)

For the duration of this jump you cannot access your Warehouse, and lose access to any powers or items not purchased in this jump, save for those gained in other jumps set on the Edge, or those representing luck or fortune, or skills or items which don't rely on alien forms of magic or power.

Single-Minded (+200 CP)

You are driven by a single, overriding desire. Perhaps this is a desire for power, or for revenge against someone or something you blame for a great wrong against you. Whatever form this desire takes, if you're not careful it will be the ruin of you. It'll blind you to the consequences of your actions and drive you to put yourself in danger to see your desire completed. Wind Jackal died attempting to get revenge for the death of his family, Cloud Wolf was lost in Open Sky thanks to his desire to prove himself a Knight-Academic, and Vilnix Pompolnius' desire for power killed him and almost destroyed Sanctaphrax itself.

Sky-Lost (+300 CP)

Rather than wherever else you might have begun your journey on the Edge, now you begin on a rickety, half-shattered wreck of a skyship, far out into Open Sky. None have returned from such a fate so far, and although the skyfare which grows on the wreck will be enough to survive on, it certainly won't be a pleasant existence.

That's before mentioning the strange and terrible weather-patterns out here you'll have to survive; your wreck of a ship can barely steer, and you'll have to make your way through Mind Storms, dodge Dark Maelstroms and catch the gusts of Great Storms to finally fight your way back to the Edge - not to mention dealing with whatever creatures lair out here in Open Sky. A great Cloudeater once caused a terrible winter in Sanctaphrax which stretched on for months. Who can tell what else lives out here, never knowing the earth?

If taken with Bad Start, when you manage to return to the Edge, you'll crash-land into whichever of the two destinations you picked. If you've got another skycraft from Items purchased in this jump, you'll gain it only after returning to the Edge.

End

With your time on the Edge over, you have one more choice before you. Will you...

Stay here on the Edge, and see your works through to their end?

Move on to new worlds?

Go home with whatever you've learned?

Notes

On the Garden of Life

Chine from the 'Treasures of Riverrise' item won't suffice to complete this scenario or cure you or your companion.

Credits

Writing credit for the Edge Chronicles goes to Paul Stewart.

All art credits go to Chris Riddell.

Thank you for enriching my childhood with your wonderful imaginations.

