

SPIRAL KNIGHTS

"THE MORAI WARS HAVE BROUGHT US TO THE BRINK OF EXTINCTION, WE, THE CREW OF THE MOTHERSHIP SKYLARK, FLED TO THE STARS SEEKING A SOURCE OF INCREDIBLE POWER. OUR LAST HOPE OF SAVING OUR HOMEWORLD. WHAT WE DISCOVERED WAS BEYOND OUR IMAGINATION. WE DISCOVERED CRADLE."

You are one of the titular Spiral Knights, on a quest of salvation to save your dying people.

The Skylark - after who knows how long of traversing the stars - discovered a powerful energy signature.

A wave of energy that seemed to constantly be flowing outward from a small planet, unnoticeable on it's solar system.

Your leader, Captain Ozlo, immediately ordered a descent to the planet, hope burning bright in his eyes.

And then - Something unthinkable.

The planet attacked.

Without warning, three massive lasers tore through the Skylark's hull, and the ship began crashing down to the planet's surface.

You were one of many crew members ordered to evacuate - and so, crammed within an escape pod, you and your fellow knights rained onto Cradle's surface.

You hammer your way out of the escape pod as you feel it smash into the planet's surface, and immediately take up arms - to find that you're alone on a well, and truly alien, landscape.

The land shifts and moves in perpendicular lines, air blasts upward as if vented from some great machine, and columns of smoke dot the sky.

Now that you're here, allow me to teach you about Cradle. And the Clockworks.

You see, Cradle is more than just a planet. It's a massive machine.

One with many floors and intricate levels dedicated to protecting and repairing the massive layout of intricate machinery.

These levels have been dubbed the Clockworks, for the technology prevalent in them deals very much with intricately laid-out gears, pistons, and who-knows-what-else.

And at the center of this machine is the source of the Energy Signature that was detected on the Skylark.

The Core. With untold, and unreadable amounts of power, the Core is what runs, guides, and maintains the Clockworks.

The Core is possibly the key to winning the Morai Wars.

But it is guarded, protected by the myriads of traps, barriers, and monsters that dwell within the Clockworks.

Technologically-inclined Gremlins aid in tearing down floors and creating new ones while hunting all would-be intruders.

Trojans - massive, horse-headed golems powered by demonic energies hold silent vigil.

Demons, devils, and even the undead wander the many millions of barren hallways.

And you need that Core.

To aid you in this mission? Why, just choose from the tools down below. And remember - Delve deeply. Delve quickly.

For your people's lives are on the line.

+1000CP+

BACKGROUNDS



SQUIRE

You woke up on the Skylark with no prior memories of being a Spiral Knight besides the mission to save your people, and thus went into the drop pod with about the same amount of knowledge. No memories of a new life, no prior connections. Nothing but the mission. Nothing but what you've taken with you. Nothing, but the goal to conquer Cradle in search of the key to survival. Although all you've managed to take from the ship is the set of standard issue gear you've had for some time, you know that this set of Apprentice gear is what you'll be sticking to. And as it doesn't make you favour a certain sort of weapon over another, you'll always have the right tools for the right job. In terms of ability, you're a blank slate with no specialisations, but no limitations either as a blank slate with immense potential to learn and improve. After all, almost every knight, yourself included, will be attached to a squad, and your generalist skillset and possible propensity for technology will definitely be in high demand.

FREE



STRIKER

Fast, almost lightning fast. Back in the Morai War, you were used as a hard-hitting shock trooper - for your specializations were in hard, heavy, and fast melee and ranged attacks. There's nothing else to say here, really, other than that you're the go-to guy for when your squad needs an alpha strike due to your ability to go in, hit hard, and get out fast. To achieve the speeds necessary to do so, you've been issued a booster pack in place of a shield alongside the gear you've used in the War. You've received extensive training in swords, though charging up bombs takes much longer than it should as your lightweight armour diverts most of your power to movement. Despite your obvious ability, being thrown into the War out of desperation, you've yet to gain the experience required for promotion. Nevertheless, you have high hopes and ambitions, with dreams of one day taking the place of your hero Echo in the Hall of Heroes. But for now, you'll be all over the battlefield, skirmishing and punching holes in enemy lines for your squad.

100CP



RECON

The Recon Rangers are an elite team tasked with recovering intel from some of the most dangerous levels in the Clockworks - the name given to the thousands upon thousands of floors deep beneath Cradle's surface. Your ambition is to be one of them, though you're still the lowly Recon Knight of a team. Instead of a Shield, you've been issued with a Recon Cloak - Capable of on-the-road voice-recording, sending them back via small Battle Sprites (scouting drones), and granting you a cloaking field. Your Recon training has made you incredibly competent in the usage of guns and bombs, but your sensitive equipment slightly impedes your swordsmanship. In the years ahead, you will be behind enemy lines. You will gather intel on enemy movements. You will prepare squads, both yours and others, for the depths ahead. If you excel in your duties as a Recon Knight, you may very well catch the eye of the Rangers you so admire. But to prove yourself to them, you first have to guide your team through the Clockworks alive.

100CP



GUARDIAN

Heavily armoured, you were on the frontlines of the Morai Wars as both wall and weapon, a stalwart protector on the battlefield. As a Guardian Knight, you are dedicated to protecting the other members of the Spiral Order. Your drop pod landed close to what would be founded as Haven, both headquarters and home. The massive shield you carry and the heavy armour you wear make you nigh-indestructible, but also slower to wade into the fray. Your strength also allows you to swing your swords and charge your bombs slightly faster, though the heavy gauntlets slightly impede your aiming. You've been attached to different squads over the years, and have accumulated a substantial amount of experience, although you have yet to fulfill your potential. With time, you could even become one of the chosen Spiral Wardens of the Order, and don the prized plumed horse-shaped helm you've always dreamed of wearing into battle. But in the meantime, you're content to remain the bulwark of your team as the shield to their swords.

100CP

SKILLS & ABILITIES

Buy Skills & Abilities for yourself here. Discounts are 50% off.

ACQUESTER

100

-FREE SQUIRE-

CP

In times of crisis and desperation, resources become too precious to use on anything other than necessities. The Spiral Order has had to save all their supplies to repair their ship, so you've had to make do on the field. You know how to look for your own resources, remaining self-sufficient in the field through using scavenged items as supplies for anything ranging from simple maintenance to complex construction. Power Cores, Blighted Bones, or even Goo Drops can be as used as spare parts or more. With what you've learnt, these days you don't just survive, you thrive. Whether it's the machines that power the Constructs or the way that Wolver's fur burns, you've learned to figure out what separates useful resources from useless refuse. The world keeps spinning, Knight. Keep up or die.

DUELIST

100

-FREE STRIKER-

CP

If the shield is the bulwark of the Spiral Order, then the sword is undoubtedly its striker. The sword is the bread and butter of the Spiral Order armouries, and it shows in the skill of the knights that wield them. Funny how that works, huh? It's a lesson you have taken to heart nonetheless, your familiarity with your sword or melee weapon of choice is to the extent that it is an extension of yourself. As such, you can make a quick tactical assessment of an enemy by striking it successfully and feeling it out with your weapon, gaining insight on both its strengths and its potential weaknesses. Be warned, Knight, it must strike the target itself. After all, striking a shield, armour, or barrier instead would effectively be the same as making an attempt to talk to a brick wall.

CLIPPING

100

-FREE RECON-

CP

The tales of sword and shield are legend, echoing throughout the ages as the archetype of a true Knight. But the Spiral Order accepts all kinds of people, and you are a Knight of a different breed. Although Gunslingers may be in the minority in the Order, they are no less appreciated. Your accuracy with ranged weapons and attacks, whether shooting or throwing them, have other members of the Order whispering in hushed and awed tones. Well-placed explosions, ricochets, and long shots come easily and naturally to you, as if you were born for such a purpose. If you, for some reason, need to hit a specific spot to ensure death or achieve a second hit on an Alchemer, this comes easily to you. In a world of blade and barrier, you bring a special kind of death. The kind that comes from a distance.

LEVIATHAN

100

-FREE GUARDIAN-

CP

Many knights spend their hard-earned Crowns on stronger, sharper, and better weapons. But armour is just as important as a weapon, for you must first survive before you can defeat the enemy. As such, your armour does not stop with mere metal; you have trained your entire body to be strong, hardy and durable, akin to armour in its own right. This grants surprising stamina and durability, enabling you to endure greater blows than others would have thought possible. Furthermore, you can wear heavier and more cumbersome armour than expected without having your movements impeded. Rumour has it that the Guardian of the original Alpha Squad took a rocket to the chest without so much as flinching, where others would have suffered far worse. Perhaps, in time, you could do the same.

TECHNICIAN

200

-DISCOUNT SQUIRE-

CP

The Tech Knights of the Spiral Order are experienced mechanics, but are often not as experienced in weapon usage. Only a few, known as Technicians, have the quick thinking and bravery necessary to utilise their skills in combat situations. You are a prime example of this truth, having learnt to use your skills out in the field within the fires of combat. Your skills range from making quick repairs to creating, maintaining, and even rapidly dismantling complex mechanical constructs, even something as complicated as a Battlepod. Needless to say, your skill in disabling locks, deploying turrets for some much-needed suppressive firepower, repairing the armour of your squadmates, and the like are greatly appreciated by your squadmates and essential to survival within a world of machines.

THREE STRIKES

200

-DISCOUNT STRIKER-

CP

Victory is determined by those who strike first. After all, if you can wound them before they can react that puts you at the advantage; it's not cheating if you win. Through skill, practice, and experience, you have developed the specialty of wielding melee weapons for quick attacks, along with a mastery of fencing., swordplay, and melee weaponry in general. You've learnt to maximise the effect of your attacks when delivering a flurry of blows, causing your enemies to receive much more grievous wounds than they should have, knocking them back by the sheer force of the cumulative attack. While lighter weapons require more strikes than a heavier weapon to maximise this effect, the end result of your signature blitz is the same. Let the unprepared tremble at your prowess.

AUTO-RELOAD

200

-DISCOUNT RECON-

CP

Now how many shots did you fire? Was it five shots, or six? Is this their lucky day, or not? Really, either option is bad for the enemy, as you have achieved a peculiar ability with your firearm, or even thrown weapons built for such a purpose. Whenever you holster it or stop shooting for a bit with one round left, you'll find that the firearm replenishes itself from your ammunition storage or a power pool to be fully loaded once more! Your speed with firearms in general is likewise as impressive, able to lead even the fastest monsters in the Clockworks. You can spot a Devilite Overtimer, shoot it down, reload and move on to the next before it even realises it. This ensures that you can deliver a constant stream of death to those who would threaten you... or a stream of justice. However you wish to see it.

BULWARK

200

-DISCOUNT GUARDIAN-

CP

As a Guardian of the Spiral Knights, you are the shield of your squad. Having chosen to save over striking, sneaking, or studying. As such, it is only suitable that your prowess with shields is beyond compare. You've been trained for this role, and as such shields you pick up, whether simple metal shields or complex Spiral Order force field projectors, are as familiar to you as your own heartbeat. A shield is as dependable as your heart, withstanding more damage than they would otherwise and recharging noticeably faster in your hands. This will not go unnoticed by the people around you, as they find your presence on the field of battle comforting, encouraging them to use the opportunities you've given them in order to become the swords to your shield, fighting on harder against your foes.

SKILLS & ABILITIES

Buy Skills & Abilities for yourself here. Discounts are 50% off.

CORE COMPETENCE

400

-DISCOUNT SQUIRE-

CP



The Cradle is a dangerous place for the Spiral Order, and not only due to its indigenous wildlife. There are too many unknowns, too many variables to be comfortable with. That is why it falls to people like you, one of the most naturally gifted researchers within the Order, to increase the odds of safety. Your attention to detail has increased dramatically, letting you pick out and recognize patterns in the construction and design of machinery much more quickly than others. Understanding these patterns has given you incredible insights into the technology found in the Cradle and in the Gremlin bases, along with how it can compare and blend with the technology of the Order you are so familiar with... and your own, which you are even more familiar with. When the Order finally reaches The Core, perhaps you will be one of the most likely members of it to unlock the secrets held within.

ALPHA STRIKER

400

-DISCOUNT STRIKER-

CP



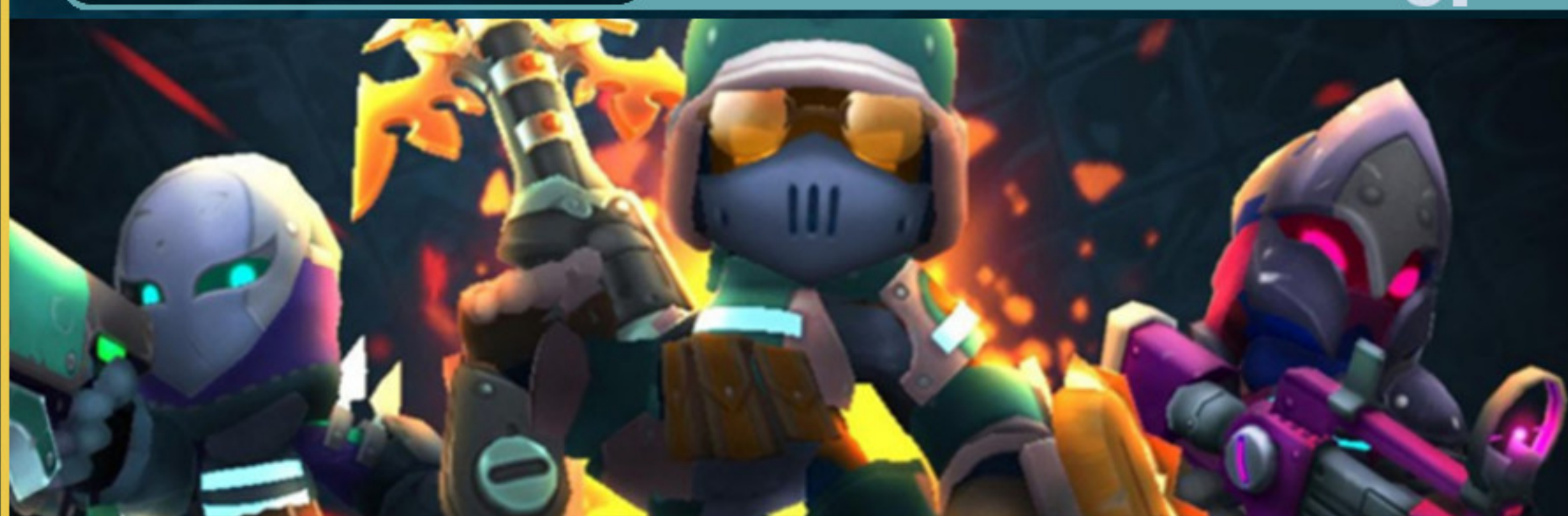
As the hard-hitting, fast-moving shock trooper commonly relied upon to carry out alpha strikes, Strikers have to learn to move around the battlefield quickly and efficiently, engaging and disengaging at a rapid pace. You have all this in spades, and more. Your feet have become as fast as your hands, letting you strike at your enemies and disengage with them just as quickly in the heat of combat. This has also given you a prenatal ability to spot attack patterns and avoid the ensuing attack, making those rooms with Gun and Rocket parties a cakewalk as you practically know where the projectiles are going to go before they're fired. Experienced Strikers change the tides of battles by assaulting the right enemy positions, and your experience as one has allowed you to do so as you dive and dance around these obstacles to get to your target, and away from them when the damage is done.

THE BITTER END

400

-DISCOUNT RECON-

CP



The Recon Rangers are known for being swift, stealthy, and spectacular at guerilla tactics, with the added tendency to fight till the bitter end. Your training, Ranger or not, has given you the skillset of one, and more. Not only are you very impressive in stealth, movement, and asymmetric warfare, your tenacity and willingness to keep fighting until you drop your shield at the bitter end are practically legend within the Order. You could quite literally waltz into the infamous Ironclaw Munitions Factory, avoid the foes within, pirouette around the missiles and traps, sabotage the machinery within and hunker down in preparation for the main strike force. Whether it is disappearing in the midst of a battle, dodging oncoming fire as easily as putting on a play, or even rearranging the field to halt enemy advances, one thing remains certain: You are the force that turns the tide of battle.

WARDEN

400

-DISCOUNT GUARDIAN-

CP



Your job is to protect your allies - at all costs to yourself. You have a talent for fortifying areas against assault, coordinating defenses, and blocking attacks directed towards both you and your allies. But when they fall, it is these moments that you have prepared yourself for, these moments you will gladly sacrifice yourself in the name of the whole. You will see them back up again or die trying, and this gift will aid you. When one of your allies falls, if you rush over and lay hands on them, giving up half your current health to ensure this ally receives it, they may rise once more. Do not give of yourself too willingly, as the Spark of Life you give cannot leave your body if you don't have enough to give. Also, they must be recently deceased... and in one piece. Some circumstances you cannot change, so it is only prudent you focus on the ones you can. After all, the dead have since passed, and the living are who need to be saved.

BATTLE SPRITES

Your closest companion in this brave new world.

INTRODUCTION

BRIEFING BY THE BIOTECH

Hail, Knight! I am Biotech Morlin. I have been tasked with providing you with a companion, but I shall first provide you with a briefing on what you will be receiving. Knowledge is power, after all.

Prior to the Skylark crash, the Spiral Knights used small field robots called E-class battle sprites for reconnaissance. I still own one personally, as you can see. Such sprites are AI-driven constructs capable of reconnaissance and light combat support, and hence all Recon Knights are issued at least one to aid in their duties. They are loyal to a fault, with a 'bond' written into their code to ensure that they will support you no matter the circumstances. However, unless you are a Recon Knight and already possess one, these are not the sprites you will be receiving. I have something better in mind for you.

When the Skylark crashed, our cache of battle sprites fell deep into the Clockworks, where the Core's energy signal caused them to mutate into three new forms. These 'new' battle sprites are not only suitable for combat, but have had their capabilities enhanced even further after their transformation. There are three distinct battle sprites available. Each has responded to the power emanating from this world differently, and each offers a unique combat experience. The fiery Drakon, the radiant Seraphynx, and the shadowy Maskeraith are yours to choose from. You may only receive one now, due to a shortage. Of course, you may obtain the others you forego in the Spiral Exchange for a modest fee.

One more thing. As well, Battle Sprites grow stronger in combat, and can be upgraded by feeding them the myriad of materials and fuel sources you can find, allowing them to grow in new and interesting ways. In your hands is a powerful lifelong companion, and one that will be loyal no matter what you do.



CHOICES

DRAKON



The smoldering Drakon resembles a dragon and delivers powerful, fiery blasts to foes. The very embodiment of fiery destruction, its skills focus on direct assault. Explosive fiery projectiles, protective spheres of fire, and massive waves of flames are not beyond its ability. It may be considered the most offensive out of the three battle sprites here. Being best suited for fearless knights who prefer frontline, destructive combat, its ability in rampant destruction is unmatched.

SERAPHYNX



The divine Seraphynx resembles an angelic cat-like creature and uses its luminous powers to defend you and your companions from attack. Focusing on protection and restoration, it is capable of firing steady beams of holy light, causing foes to drop restorative items on death, and creating large barriers of light with its angelic aura. The radiant Seraphynx is a calming bastion amidst the rolling seas of combat for those who wish to protect and aid their party.

MASKERAITH



The very embodiment of deception and debilitation, this shadowy masked phantom uses its toxic powers to cripple enemies. It has skill in subterfuge, as it can fire poisonous quills that explode when followed with an attack, can turn itself and its master invisible, and can create a hexing haze that calls phantoms to assault and detonate near enemies. The battle sprite of those who wish to lurk in the shadows and strike their enemies with sneak attacks.

ITEMS & GEAR

Buy gear and items for yourself here. Discounts are 50% off.

PROTO SET

As a Squire, you start off with a modest selection of gear. This provides you with a Sword, a Gun, and a Bomb, as well as a set of Armour including a Helm. You also have a small Shield capable of projecting a personal forcefield, but makes up for it by being as light as a feather. This six-piece set is of the Proto variety, and pales in comparison to what the others get. Still, everyone starts somewhere.

SQUIRE
FREE
ONLY

STRIKER SET

As a hotshot Striker from the Wars, you possess the equipment that one would expect you to have. You have two swords, a common Flourish and a rare Sealed Sword of unknown potential. You wear a Wolver Coat and Helm, light armour that lets you strike faster. Lastly, your Striker Pack lets you zip around the battlefield with impunity. As a speedy melee fighter, this loadout's perfect for you.

STRIKER
FREE
ONLY

RECON SET

As an aspiring Recon Ranger, your gear's focused around ranged combat and demolition. You have a standard Blaster and a Blast Bomb, which isn't anything spectacular but will serve for now. However, you wear a Gunslinger Hat and a Spiral Demo suit, which lets you attack much faster than before. When coupled with your Recon Cloak, which lets you hide from enemies, you are a force to be reckoned with.

RECON
FREE
ONLY

GUARDIAN SET

As the Guardian of your team, you've invested in equipment that lets you keep all of you safe. While your Freezing Vaporiser bomb and Calibur sword are nothing to write home about, your Boosted Plate Armour and Helm are a step above what most knights of your proficiency level have, though they are heavy. Despite that, when coupled with your Guardian Shield, you and your team are in safe hands.

GUARDIAN
FREE
ONLY

PROTO SHIELD

As issued to all Spiral Knight apprentices. Funnily enough, you know that this simple Apprentice-styled shield is what you'll be sticking to. Although it's small and only projects a forcefield limited to you, it does have the uncanny ability to push enemies in the zone backwards by slightly less than twenty feet when activated. Good utility, good weight, and great for an all-rounder like you.

SQUIRE
FREE
ONLY

STRIKER BOOST

To achieve the speeds necessary for your role as a Striker, you've been issued with a booster pack, or a Strike Booster, instead of a shield alongside the gear you've used in the War. The resulting Striker Dash aids in the ability to go fast, for activating it allows one to move around as if they were a violent gust of wind for three seconds. You have a need for speed, and this will more than help you with that.

STRIKER
FREE
ONLY

RECON CLOAK

Instead of a shield, you've been issued with a cloaking field - although taking errant damage will drop the cloak. While cloaked, you send out a pulse every few seconds. If used to tag an opponent, the pulse marks them to allies. A second pulse places a Death Mark, severely weakening that opponent's defenses for about five seconds. This will be invaluable in keeping both you and your team alive.

RECON
FREE
ONLY

GUARDIAN SHIELD

This massive tower shield has a special ability: when raised, it puts out a large dome roughly the size of a room. Anyone the Guardian deems a friend within the dome is then given a small, blue lining. And henceforth, any damage dealt to them is instead dealt to the shield, while they are slowly healed in the process. Drains more energy than personal shields. The ultimate resource for protection.

GUARDIAN
FREE
ONLY

PET SLIME

This little guy is more or less a jelly-like ooze that wobbles and follows you around. They generally lack a true form, and can often take any number of shapes as a result. They're not to be taken lightly, however, with their ability to form spikes and slam into others. While some slimes may exhibit no more intelligence than is required to eat and divide, others are quite smart. Maybe you can train it?

SQUIRE
100
FREE

PET WOLVER

This small, fluffy wolver is almost always going to be happy to see you. Though wolvers may be quite ferocious, as they hunt by sneaking upon their prey to take a bite out of them, and possess amazing digging and tunneling skills to boot, this one's slightly less so. With you, this wolver would rather take a bite out of a nice toy you had, though it isn't above attacking your enemies.

STRIKER
100
FREE

PET SNIPE

A peculiarity in the Cradle, Snipes are plump, pastel-coloured avians with orange beaks and an even peculiar method of flight. That is, they spin their wings around them like a top and use that to fly around. It looks very nice at least, but no knight has ever found a hint of mercy in those beady black eyes. At least, when trying to catch them. Makes for a good spotter in case you need an extra pair of eyes.

RECON
100
FREE

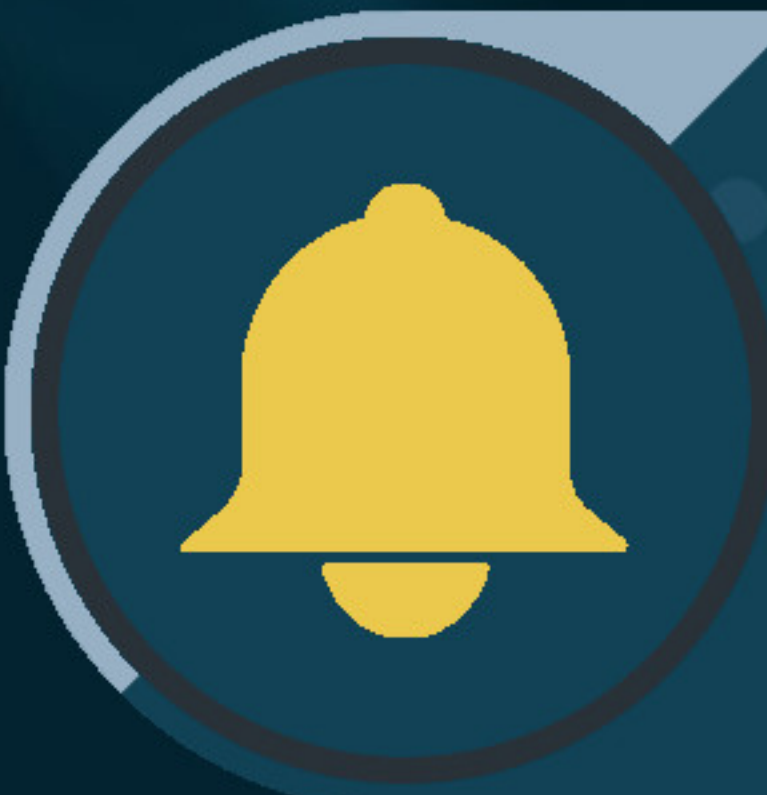
PET SILKWING

Large, yet adorable bugs with red and white wings, Silkwing are simultaneously one of the better looking creatures of the Cradle and one of the most problem-inducing creatures around. They can fly around and heal their allies slowly with an aura they possess, though yours mostly just seems to look cute. Do train it to differentiate friend and foe, lest it goes around healing your enemies.

GUARDIAN
100
FREE

ITEMS & GEAR

Buy gear and items for yourself here. Discounts are 50% off.



BEAST BELLS

This large bell is a boon any time a Knight comes across one. While it's heavy and hard to move, one strike will make it produce a noise that can stun a majority of beasts in their tracks to give you some breathing room. This bell produces sound waves of greater frequencies than you can hear, though ferocious animals may not be so lucky. Might be good to reverse engineer. Ring it up.

100



COSTUME SETS

Have a nice armor set, but don't like the way it looks? Fix that with this! You may purchase an aesthetic set of 'equipment' that your actual armour takes the appearance of, allowing you all of the defense with none of the shame. Do note that this piece of 'equipment' provides no extra protection, and is merely cosmetic. This only provides you with one costume, though you may buy this multiple times.

100



ACCESSORY M.

It is one thing to go out into the world and do a Knight's duty, but it is another to look the part. This machine is special, allowing you to create cosmetic pieces or effects and bind them to your equipment to improve their appearance, though this requires resources. Nothing really comes for free, after all. Armor pieces, auras, or even cosmetic wings... go ahead. Express yourself. Let your creativity flow.

200



ALCHEMY M.

A personal variation of the machine you'll come to see all over Cradle. This one allows for a degree of experimentation that none of the other machines will, and is capable of accepting a great variety of materials without taking any damage. You'll be able to tweak existing recipes, or even come up with new ones altogether with enough time. Who knows, you might stumble on something good.

200



LOVE PUPPY

You ever just wanted to be loved? Have a best friend for life! This sentient turret is an adorable pink Gun Puppy that heals knights and sometimes drops a trinket for its BFFs (which is you if you treat it well). And besides, the hearts it fires make it look so much more endearing, and so much more useful. It comes only in pink, for pink is the color of love. Good for extending the lives of people around it.

200



KNIGHT KITS

The mecha-knights are robotic constructs of the Gremlins, who are normally great enemies of the Knights... but not these. Unlike its brethren, this loyal non-sentient Mecha Knight will fight its owner's enemies! Just be sure to keep it fueled... and to keep it maintained. After all, you can easily disassemble and deploy it from its container at will, so it's best to keep it in good working condition.

STRIKER
200
DISCOUNT



RANGER FLARES

Even the greatest of Knights know that there is strength in working together. The Ranger Signal Flare will summon a Recon Ranger with an Autogun to appear and strike an enemy, help lower an enemy's defenses, and even provide firearm support for a set duration. However, if it gets too troublesome or they get too damaged, they'll leave. After all, they're Recon Knights, not Wardens. Can be reused.

RECON
200
DISCOUNT



TURRET KITS

Distractions, destruction, it's all pretty much the same. The Auto Turret Kit acts much akin to a Mecha Turret, providing a stationary turret that fires a laser, punching through enemies and thinning crowds until the Turret expires. Perfect for fortifying defenses and keeping your team safe. Can be easily disassembled and deployed, even for those with little engineering knowledge or skill.

GUARDIAN
200
DISCOUNT



RITUAL BOOK

An ancient grimoire filled with unspeakable eldritch rites. Just like any cursed tome, there is likely some twisted individual out there who wants it for extremely nefarious purposes. Be wary, this book summons a dangerous Kat... in fact, the most unlucky Kat to have ever lived. Good thing it possesses an extremely valuable helmet of great power that outstrips the very best the Spiral Order has to offer.

200



3* EQUIPMENT

The Spiral Order classifies equipment on a rating scale, with ratings from zero stars to five stars. Three-Star equipment is often used by up-and-coming Knights. While this tier of equipment may not be particularly effective in the lower depths, this tier contains the beginnings of many rare, powerful pieces of equipment. You receive a full set of this for a good head start to your endeavours.

100



4* EQUIPMENT

If Three-Star equipment represents equipment used by up-and-coming Knights, Four-Star equipment represents equipment used by seasoned veterans. Capable of holding their own against the threats in the lower levels of the Clockworks, these are not to be taken lightly. What's more, such equipment requires significant amounts of time, effort, and resources to create. You obtain one entire set.

200



5* EQUIPMENT

Ratings of five stars are not given out lightly in the Spiral Order. Such equipment often constitutes masterpieces, works of art that typically require years and years of blood, sweat and tears to obtain or create. They will serve you well throughout the Clockworks, even into the Core if it is ever opened. Only the best knights of the Spiral Order own such equipment, and you now have a full set of this.

300

ITEMS & GEAR

Buy gear and items for yourself here. Discounts are 50% off.

SPIRAL EXCHANGE

FREE

Crowns, Energy, and Rarities. Money makes the world go round, and Cradle is no exception. Spiral Headquarters has granted you access to a number of different markets and exchanges to allow you to join your knight brethren in barter and trade, in the hopes that such trade will improve the net wealth and capabilities of their knights. First and foremost, the Auction House will enable you to bid for almost anything under the Cradle Sun and offload your surplus. Next, the Exchange enables you to trade crowns, the currency of Cradle, for Crystal Energy, a useful resource and pseudo-currency, and vice-versa. In addition, you receive an ordinary alchemy machine (incapable of custom recipes) for equipment creation as well as a forge to allow you to improve your equipment via the use of materials for the former, and heat crystals, a form of rarities, for the latter. Many knights have earned their fortunes through the use of these markets and exchanges, and it is not a stretch by any means to say that you could do the same. You retain access to all these even in the event that you leave this world, as after all, time and tide wait for no man. And as the saying goes, time is money.



WARMASTER

300
CP

Warmaster Seerus, the evil master of munitions within the gremlins' all-powerful Crimson Order, is thought to be the true mastermind behind the Roarmulus Twins and countless other gremlin weapons. Whatever it is, he is the Crimson Order's creator and supplier for their diabolical engines of war, and this will put you in possession of some of his masterpieces: The Warmaster Rocket Hammer, the Dark Retribution, and the perfected Mask of Seerus. The hammer is equipped with a rocket engine that speeds up its swings, and can even launch the wielder forward with a powerful hammer smash. The bomb expels a storm of shadowy orbs that swirl around the initial detonation site for quite some time, and is capable of killing the members of the Crimson Order themselves. The mask, worn by the Warmaster himself, significantly increases the wearer's capabilities with ranged weaponry, with a myriad of built-in functions that serve as both targeting computers and energy regulators, causing ranged weaponry to be much faster, and much more efficient. All these put the Order's finest weaponry to shame, and are unquestionably worthy of the great and fearsome Warmaster Seerus' Grand Arsenal.



ROARMULUS TWIN

400
CP

This giant gun puppy boasts impressive armour and high powered munitions. Designed by Warmaster Seerus, munitions master and explosive extraordinaire, it is only to be expected that this Twin, one of two ever produced, packs enough firepower to blast bunkers and destroy domiciles. Rockets, energy bolts, lasers this puppy has it all. The high-explosive rockets it carries soften up and crack hard targets, energy bolts fired in wide spreads mop up infantry, and its fearsome laser, its main armament, deals with whatever's left. No need to worry about its lack of mobility either, the armour protecting this giant gun puppy is unlikely to be damaged without the impact of firepower on par with what it carries. And to top it off, its fearsome appearance is enough to reduce the most battle-hardened of knights to a quivering wreck with its large spiked teeth, massive size, and bristling armaments. Initial projections show that it functions very well as a defense mechanism, but if someone ever manages to figure out how to transport this monstrosity around, it would make a fearsome war machine and bunker buster. Unfortunately, or in hindsight fortunately, this Twin does not come in a pair.



GUILD HALL

500
CP

Although the Spiral Order consists of a military hierarchy, its knights are free to form guilds, associations of knights with common goals or interests. These guilds have been instrumental in keeping up knight morale as they congregate in their individual guild halls. As the nerve center for a guild, where members relax, plan missions, and take advantage of its facilities, it is highly customisable, with furniture, specific facilities, and expansions being purchasable from a central command console using crowns. The hall has a maximum size of five floors, with each floor containing four very large rooms and a substantial amount of free space. With the potential for having private training halls, makeover studios, and even a snipe garden, this hall possesses a remarkable amount of utility, and that's not counting the fact that your weekly upkeep fees are waived indefinitely. Should you find yourself in another world, you will find an exact copy of your guild hall in a safe location of your choice, but with all proprietary furniture returned to command console storage. Do remember to retrieve your other belongings from your Guild Hall before you leave each world, lest you leave them behind.

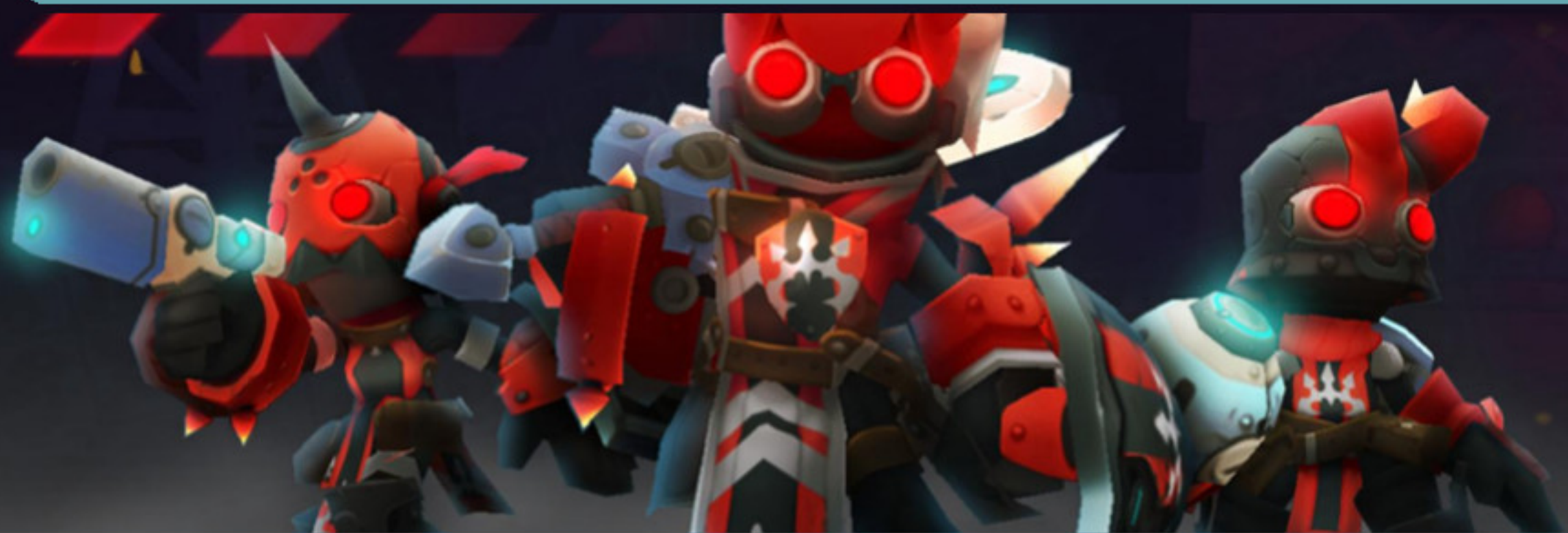


FRIENDS & COMPANIONS

It's dangerous to go alone, and extra pairs of eyes are always useful.

THE KNIGHTS

FREE

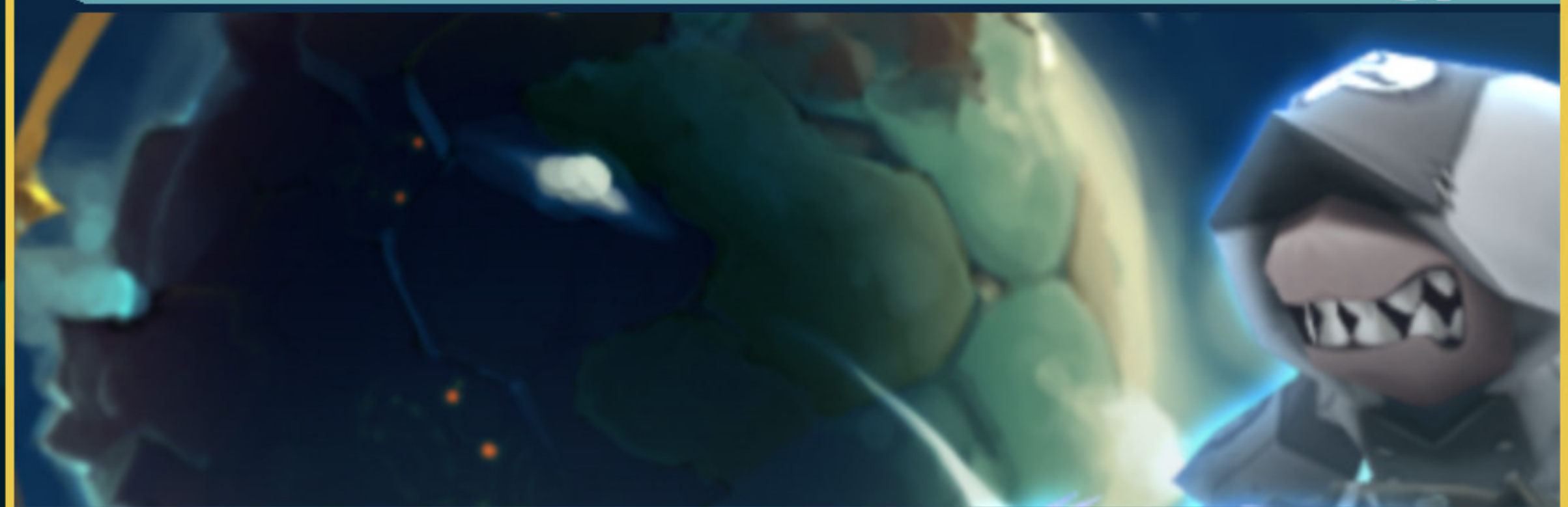


To venture alone into the Clockworks usually leads to the death of a Knight, although a lucky few have managed to map out entire levels of the Clockworks solo. Still, to truly delve into Cradle's traps, a team is usually helpful. A group of three Knights will be assigned to you to make delving into the Clockworks safer and more bearable. These Knights can be made Companions at the end, and can be made to follow you. These three knights can be any combination of Tech Knights, Strikers, Recons, and Guardians, and will grow in their abilities alongside you. Given time, it is not a stretch to say that these Knights will eventually become masters of their craft, becoming Vanguards of the Order and achieving mastery over dealing out death and destruction by your side.

THE OUTCASTS

100

CP

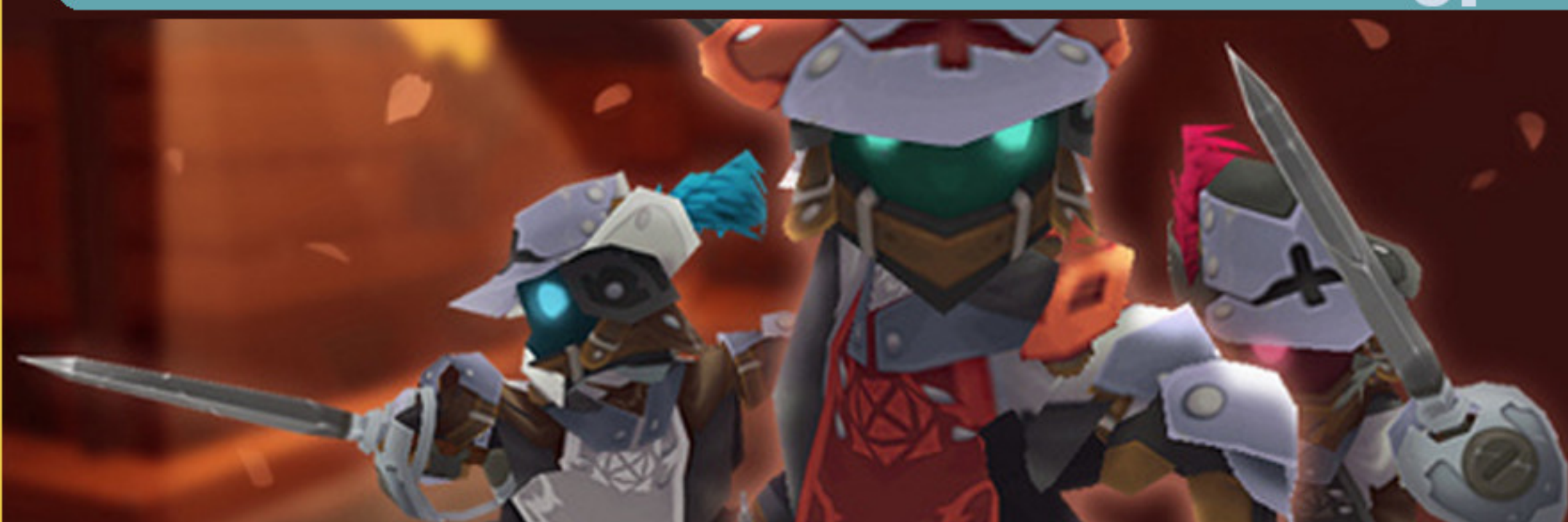


The natives of Cradle are a diverse bunch. But perhaps the most interesting of them all are a race of small, mischievous humanoids that are fascinated with machinery and endlessly tinker away with it. Most serve their King and are hostile to the Spiral Order, but some are outcasts, taking refuge in the towns of Haven or Emberlight. Instead of, or even alongside, a squad of three Knights, you've been assigned to work with three such Gremlins. Along with their specialisations, they have drastically enhanced darkvision and are technological marvels whether working with scrap metal or elaborate machinery. Whether melee fighters, healers, flamethrower-wielding or bomb-throwing maniacs, their specialisations are varied. Just be careful, for their tinkering can be disastrous.

ALPHA SQUAD

200

CP

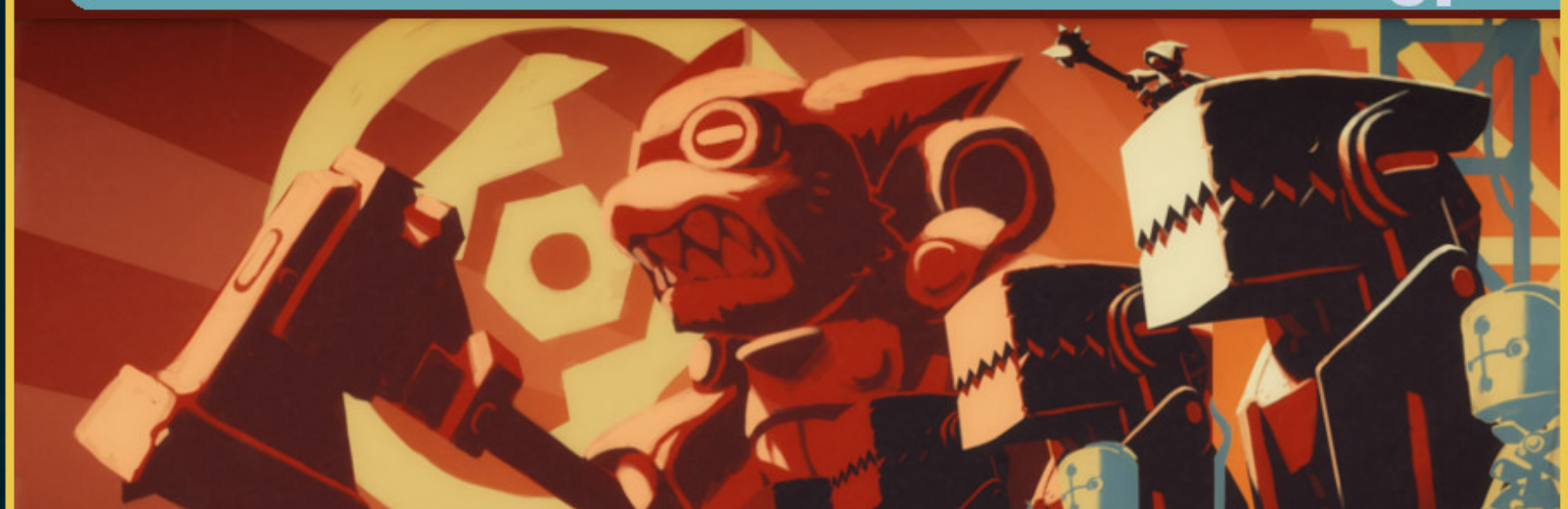


Should you already have three people that have joined you on your adventures, you can instead bring them in as a squad of Knights, with similar rules and privileges to The Knights. In other words, this grants them the rights and privileges one would expect from being a relatively senior member of the Spiral Order, as well as a modest assortment of weaponry and equipment no less than two stars in rating. What's more, they now have the talent and potential to reach the loftiest heights of the Order as a Vanguard, master of delving into the deep dungeons of the Clockworks. Should you have more than three people, you may choose to bring in up to eight with this option alone if you pay an additional 100 CP. Just be wary though, most elevators in the Clockworks only fit four Knights.

EMBERLIGHT

300

CP



Again, should you already have three people that have joined you on your adventures, you may bring them in as a squad of Gremlins, with similar rules and privileges to The Outcasts. In other words, along with the familiarity with the Clockworks that comes with being a native of Cradle, as well as the skills that help them thrive within it, these companions are granted drastically enhanced darkvision as well as an astounding affinity with technology. Whether working with devices cobbled together from scraps, or the best materials, they are wizards in their own ways. Should you have more than three people, you may choose to bring in up to eight with this option alone if you pay an additional 100 CP. But be careful, most Gremlins have a propensity to break what they try to fix.

FLAWS & DRAWBACKS

Pick up to 400CP worth of these to get more points.

100CP

ELEVATOR FEES

Elevators are placed throughout the Clockworks by those who created it. They serve to transport people from depth to depth, though the Gremlins often use dangerous secret passages instead. Unfortunately, these elevators and passages do not work normally for you, and anyone you might be travelling with at the moment. Instead, you have to pay a 'bribe' of sorts using Crystal Energy. Ten units of energy to travel one floor down, and three to open locked doors. While this may not seem like a large issue, rest assured that this is not all that it seems. Crystal Energy certainly does not come cheap, so it might actually be cheaper to stay in town than go exploring. You will find it almost impossible to remain financially self-sufficient on your own. And those items and upgrades do not pay for themselves.

BULLET HELL

Gun Puppies, Polyps, and Howlitzers are the bane of many a Knight. They may appear harmless at first, but when they spot an enemy, they unleash a fearsome barrage of bullets, spines, or even rockets. Such barrages are often deadly for most Knights that are unlucky enough to be attacked. Unfortunately, that is not the case for you. You receive much worse. Almost by sheer coincidence, you run into many more of such enemies than you should in the Clockworks, and these enemies are always stronger, spitting out flying death at a rate far above the norm. What's more, for some reason you find that there seems to be a certain amount of lag time between your dodging and the projectiles registering hits. Perhaps you may possess supernatural skill in dodging projectiles, but that will not save you or your friends from bullet hell now.

ELITE MODE

It seems as if the planet itself has deemed you a threat. Exploration, combat, and the like seem to be much, much harder for you, as if there was an invisible difficulty slider set to hard mode for you. Enemies are smarter, taking cover more often, fighting according to strategies, and covering each other's weaknesses. On top of that, they also seem to be stronger and more durable. Traps and hazards are deadlier, and status effects such as burning or shock are much stronger, and on top of that also persist for much longer. Should you end up frozen in the middle of a battle, you'll find it next to impossible to bail yourself out, for instance. Thankfully, this isn't all bad. You seem to receive ever so slightly more crowns and loot than usual off the bodies of your fallen enemies. Though this is certainly not a fair trade.

200CP

DANGER MISSIONS

The Recon Rangers, led by the fearsome Desna, are an elite team of knights tasked with recovering intel from some of the most dangerous levels of the Clockworks. And according to Spiral HQ, you are now assigned to work alongside them as part of their dedicated strike team. Expect to be called upon often to resolve difficult situations, up to a few times a week if need be. You will have death-defying romps through haunted necropoleis, infiltrate and even destroy gremlin bioweapons facilities, investigate frozen wastelands filled with infernal fiends and hungry beasts, and respond to cryptic distress signals from unknown facilities deep within the Clockworks. Among others. The above list is not exhaustive. Rest assured, you are expendable to them, and they will not hesitate to send you on suicide missions.

THE CRIMSON PLOT

The Gremlins are noted for being a dysfunctional conglomerate, except for the enigmatic legion known as the Crimson Order. They alone are granted audience with King Tinkinzar, and are responsible for many of the technological horrors that wander the Clockworks. Their ultimate plan is coming to fruition with the arrival of one of their' most important pawns: You. Your every move will be watched and guided by the Crimson Order, as mysterious red-clad gremlins chronicle your every delve into the Clockworks. Monsters will be positioned against you, each of them stronger than the last as they are used to gauge not only their own power, but yours. Any of your exploits within the Clockworks will benefit the Crimson Order as well as you. You are tasked with thwarting them. Good luck, you'll need it.

THE SWARM

Within the Clockworks, there was one lone hallway, disconnected from the rest of Cradle's interior. With the crashing of the Skylark, the hallway was forced into alignment and rotation. A small, magical seal was broken, releasing the terrifying presence kept within. Driven by some powerful energy, possibly even the energy from The Core, it grows in strength, endlessly mirroring, expanding, infinite. The Swarm has begun to spread as a sentient virus that contaminates and twists the Clockworks into a black, warped shell covered in violet lines. Unfortunate beings caught in its grasp are twisted and eaten away at, turned into the Swarm-Touched. Worst of all, it has started to come after you actively, as if it knows of your otherworldly nature. Its many eyes can see you. Pray that its many arms do not eventually destroy you.

FLAWS & DRAWBACKS

This drawback does not count towards the 400CP limit.



CORE-RECTION

You fell to this world with your legion like burning stars. You fell with purpose, burning ever brighter as you reached for the heart of this world. You fell as an ordinary Knight, stripped of otherworldly abilities, equipment, and companions.

You and the knights knew that something happened with The Core, and it was up to you and your comrades to bring the ship back to life. How? By delving into the Clockworks, deeper and deeper, and even beyond. Within this time, you've achieved the rank of Vanguard, leading your knights on mission after mission with the goals of defending Cradle, protecting the Order, and opening The Core.

Or at least, that was your original plan. Things have changed.
The Artifact has been lost, used by the gremlin Herex to open The Core, and change the game entirely.

The truth has been revealed. The Core is not all that it seems. Cradle, The Clockworks, The Core - they are all prisons. Layers upon layers of a safety net with the purpose to shield The Sleeper from the darkness, and later, to shield the universe from it.

The Architect had betrayed the pact, twisting his creation into a game of death that devours everything that enters its embrace. This creation, The Swarm, breached The Core, feeding off the energy within. As The Sleeper dreamed, it consumed. It grew stronger, endlessly mirroring itself within the space of his dream. Endlessly mirroring, expanding, infinite, what it was before is no more. Neither Beast nor God, it is a creation unlike all. And it is a creation now released.

The Swarm will keep growing stronger as The Sleeper grows weaker. Without the Order, The Swarm will win. Once, the gremlins were in charge of Cradle's defenses, but they had their own plans, and the baton has been passed on.

The Core has opened, Knight. The Swarm has been released, in full force this time.
Hold dearly this fire in you, for darkness will consume all the night if its stars begin to fade.

It is your sacrifice.

Delve deep into The Core. Destroy the Gremlin Herex. Destroy the Architect. Destroy the Swarm.
And after that, restore the Skylark's systems, and escape this prison with you and your Legion.

Of course, you must first reach the rank of Vanguard, stripped of access to your otherworldly powers, Warehouse access, and unimported companions. Afterwards, they begin to return slowly, reaching full strength upon the destruction of the Swarm. Should you succeed, you receive 400 CP to spend on whatever it is that fancies you upon fulfilling the win conditions, and the jump will end. This 400CP is of a separate point pool than the CP you previously received. The ten-year time limit is not in effect with this drawback.

FUTURE CHOICES

Your ten years are up, you've done your time. Make your choices, with the following in mind.

NOTES

ADDITIONAL INFORMATION

No one knows for sure what the Knights are. Whether they're robots in thick heavy armour, monstrous aliens from another planet, or humans from another part of the galaxy, that's for you to decide.

You enter the jump as an enlistee. Vanguard is the highest achievable rank for you. If you do obtain a commission somehow, however, and enter the officer cadre, that's a whole other ball game. This is separate from your rank within your Guild, and is important as having a higher rank will allow you to access deeper depths within the Clockworks, while granting you higher prestige.

While the ten-year limit is not in effect with the Core-rection drawback, do note that you only have a limited amount of time to achieve Vanguard before the plot resumes. Failure to do so in time may leave both you and the Order at a disadvantage. Moreover, should you fail to defeat the Swarm in time, the results could be disastrous. The longer you let it spread, the stronger it will be.

Alchemy Machines work as follows. They act as platforms for one to craft gear. You need a recipe for specific piece of equipment, the materials specified within said recipe, a sum of crowns, and a few Orbs of Alchemy. Said Orbs can be purchased from the Spiral Exchange for Crystal Energy.

The racial supplement may be incompatible with some of the options within this CYOA, whether due to fluff or other reasons. This is semi-intentional, as the jump itself assumes that you start off as a Knight. You may still choose these options, and how it all works out is your choice. In addition, said races work as alternate forms for you post-jump.

Bulwark applies to personal shields you can carry. This includes personal forcefields, but it must be projected from a portable piece of equipment on you.

Of course, you could feed your Battle Sprites materials you may have brought in. But who knows what might happen? Sprites do not count as Companions, and can be brought anywhere freely. You can have a maximum of six, but only one out at a time. Obtaining additional Sprites can be done at the Spiral Markets, where you can purchase reskinned versions of these Sprites. Gun Puppy Drakons anyone?

Regarding companion options, do note that purchasing Alpha Squad and Emberlight for six to sixteen total imported companions, alongside The Knights and The Outcasts for a total of 22 companions is perfectly feasible. This is good if you wish to start a guild.

CHOICES

RETURN HOME

You can go back to your original world. This is what happens if you choose this option.

You wake up in your bed at the exact moment you left. As a consolation prize, you keep all your powers, abilities, gear and warehouse access. Go nuts, but you'll probably never find a way to go back here again, or back to any other world for that matter.

Your jumping days are over if you end up picking this choice.

If you died, or fulfilled a loss condition, this is the only option you may choose.

STAY HERE

Maybe you're enamoured with the idea of a world that's filled with cogs and gears, and has no shortage of things to explore. Or perhaps you like the life you now have here, and won't give it up for anything else. Maybe you have a job to finish, or people you don't want to risk leaving behind.

If you do decide to stay, please bear in mind the fact that you may never return home.

I'll tie up any loose ends on your home world. Don't worry about it too much.

CONTINUE ON

Continue the JUMPCHAIN.

Move on to another world for another ten years of adventure, exploration, and excitement. Keep your powers, abilities, gear, warehouse access and the like and move on. Time is still stopped back home.

Entertain me.



OTHER RACES

Don't want to be a Knight? Here are some alternatives. They get discounts for the perk tree on their stated background, but not background gear.

GREMLIN TECHNICIAN



-SQUIRE DISCOUNTS-



This race of small, mischievous humanoids was brought to the Clockworks by an unknown means and now serve as its builders and repairmen. And now, you are one. However, most gremlins belong to the colony serving their king, King Tinkinzar. You are an outcast, a rebel taking refuge in the town of Haven, where you've proven your worth to its inhabitants through your skill with technology. Throughout the time you've spent here, your skills have grown from merely working with and being familiar with the constructive aspects of gremlin technology. While you were capable of building simple constructs, and perhaps even a battlepod given enough time, working alongside the smiths Punch and Vise has taught you how to improve even masterwork pieces of equipment, empowering them with little gifts. With your skills, refuge will never be denied to you as long as you serve as a builder.

GREMLIN DEMO



-SQUIRE DISCOUNTS-



Like any other typical gremlin fascinated with machinery, you endlessly tinker away at any you can find. However, you seem to be more in tune with how their efforts are often marred with their tendency to blow their work up. Though you're perfectly capable of fixing things, you're far more fascinated with the destructive applications of the technology you've worked with. Gremlin flamethrowers, mortars, and reactive wrench wands are within your area of expertise, and you're certain you can come up with more ways to break things. Your forte, however, as proven by your previous experience as a gremlin demo, is bombs. Whether thrown, dropped, or planted, you're great at making the most of your supply of explosives to create a bigger boom. Though your skills are indeed in demand, you're currently at a crossroads now. Leave the Gremlins for pastures anew, or struggle under your mad leadership?

DEVILITE OVERTIMER



-STRIKER DISCOUNTS-

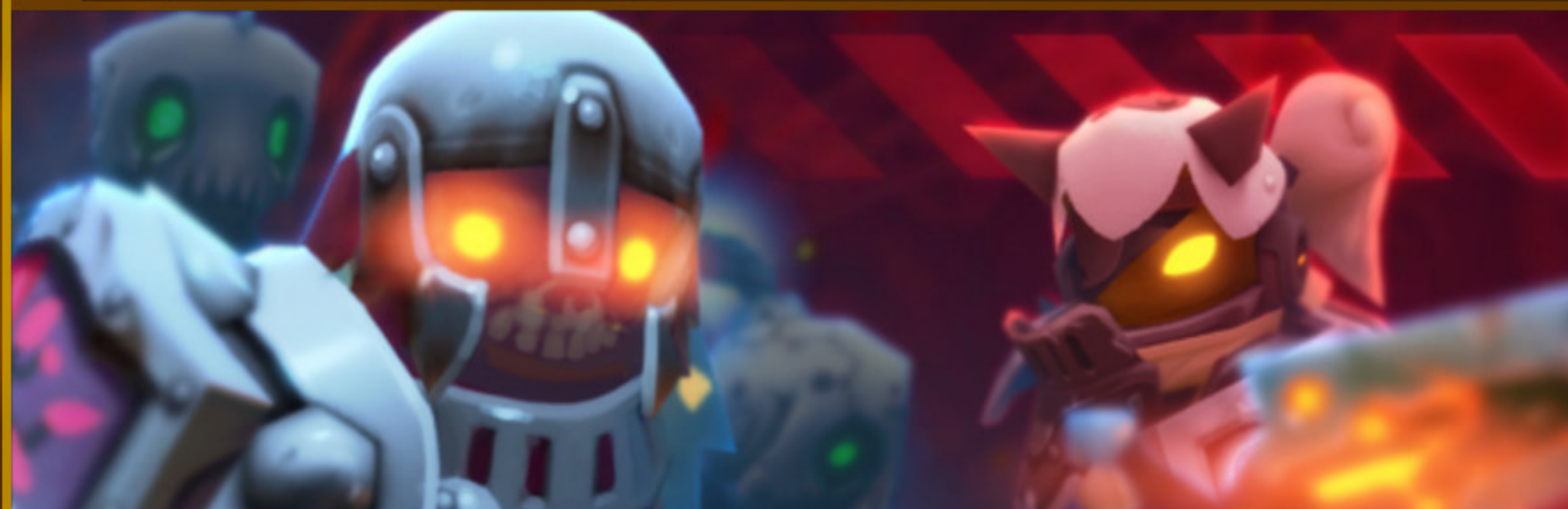


The poor devilites are the lazy yet overworked diminutive members of the underworld, who hate their jobs with a passion. Some are said to have broken from the ranks to establish small businesses in the Clockworks. You are one such devilite. Your desire to enter into entrepreneurship and hate for your former employers has led you to leave your previous company and establish one of your own. Unfortunately though, the corporate world is not very nice, and a devilite's diminutive frame means you'd make for a poor warrior. Lucky for you, devilites change when angry. Normally, this results from being forced to do overtime by a Pit Boss, but you might find it different being your own boss and all. Regardless, Devilite Overtimers are glowing, fast and furious devilites supercharged with the power of rage, wielding flaming axes or pitchforks. If your business fails, you could always let the beast inside of you out.

ALMIRIAN CRUSADER



-STRIKER DISCOUNTS-



Once, you were a knight of the kingdom of Almire. That land of lush, beautiful trees and golden fields was stricken by the ravages of war, and was ultimately doomed by its king, whose unholy ritual of fire left it in the forever-burning flames of a forgotten war. Since then, you have lain in slumber, on a bed of glowing ash. Until now. You were awoken by a party of knights, this time from the Spiral Order, that found you in a dark and terrifying necropolis. Unlike your former brothers-in-arms, however, you retain your sanity, and all of your previous skill. With your great strength and speed, alongside your trusty spear and front-facing shield, you strike as fast as lightning, faster even than some of the Order's strikers. Now, you fight, sometimes alongside your saviours, sometimes on your own, but always to free your former comrades from their slumber and the mindless slavery they have been subjected to.

OTHER RACES

Don't want to be a Knight? Here are some alternatives. They get discounts for the perk tree on their stated background, but not background gear.

MEWKAT



-RECON DISCOUNTS-



Once, you may have been a denizen of this mortal coil. Now, you are a ghost, but not one that would be familiar to you. Ghosts in Cradle take on a guise that can be deceiving at first, but terrifying to behold in its true form. Kats in general take the guise of a pink, floating vaguely cat-like creature. Though most succumb to a deep rage upon spotting a living creature due to the resentment they have for the living, you as a Mewkat find it a lot easier to control your anger, and in fact don't hold much hate for those comprised of flesh and blood at all. Although disappearing through walls often gets you out of a fight, when you do need to your anger grants you a few tools for your ghostly hands, such as a quick dash, a painful bite and ghostly energy bolts. As a benign spirit, you have a home in Moorcroft Manor, home to many restless spirits. Just try not to let the living travellers who pass by witness your terrifying true visage.

GHOSTMANE STALKER



-RECON DISCOUNTS-



As shadowy, ninja-like gremlins that stalk knights, the Ghostmane Stalkers are the spies and assassins of the Gremlins. Their equipment of a Recon Cloak, saw blades, and the standard health capsules complements their existing training and skillset, enabling them to move around the battlefield both quickly and intelligently. When considering their speed and their ability to cloak, dodge, and throw blades, it is no wonder that these are some of the most feared gremlins. As one of them, your training makes you a deadly killer, capable of dispatching even the toughest foes swiftly, efficiently, and above all, quietly. Still, you and many other gremlins are in a predicament. With the Gremlins unstable due to the conflict in the Crimson Order, should you leave the Gremlins, joining the refugees and outcasts in the towns of Haven or Emberlight? Or will you continue living a life of wetwork, blood, and steel?

GREMLIN MENDER



-GUARDIAN DISCOUNTS-

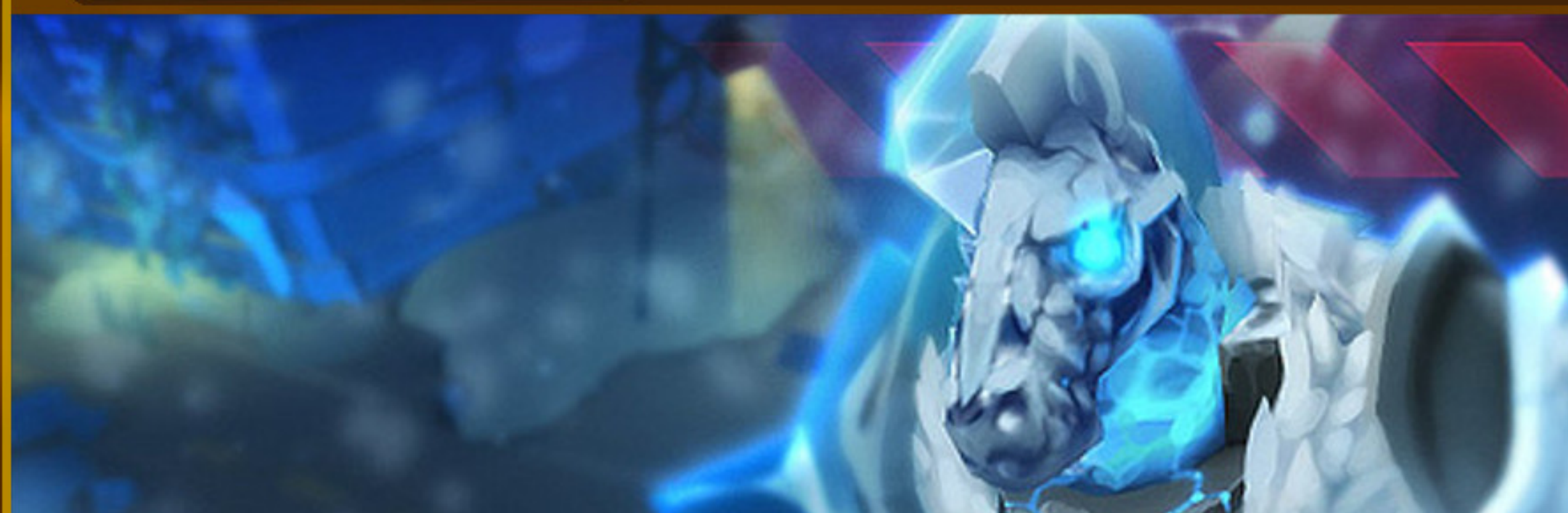


The Menders of the Gremlins are the counterparts to the Guardians of the Spiral Order, except focused solely on the art of healing. Wielding their trademarked healing-focused Wrench Wands, this agile breed of gremlin medics possesses absolutely no offensive combat ability at all, but makes up for it with its capabilities in healing. You are one such Mender, tasked with keeping your allies safe with your ability to heal, both manually and through healing runes you may place on floors. You may also create a barrier of limited strength around yourself while slowly healing yourself within, and resurrect recently fallen allies in one piece at a high cost to your stamina. Unfortunately for all menders, this world possesses no Geneva Convention, and given your limitations relying solely on your barrier alone to keep you safe is foolhardy at best. You'll have to keep your allies alive, and they'll reciprocate in turn.

TROJAN



-GUARDIAN DISCOUNTS-



You were once a great warrior. Whether a Guardian of the Spiral Order or a veteran from battles long forgotten, you do not recall. But what you do know is that you have been bestowed with a great but terrible dark power from the crystal on your back due to a curse placed on you. As part of the Legion of Ur, you have fought in many great battles, but your time in it has passed. Now, the curse has been broken by means unknown. Your chains are gone, and you have been set free. Your life is yours to do as you see fit with. With your massive front-facing tower shield, gigantic cleaver of a sword, and thick armour, you have the equipment you need. But your real tools are your great strength, durability, and ability to inspire those around you to fight harder for longer. With your skills, physical abilities and your freedom from your curse at last, you have the keys necessary to make a name for yourself on the battlefield.