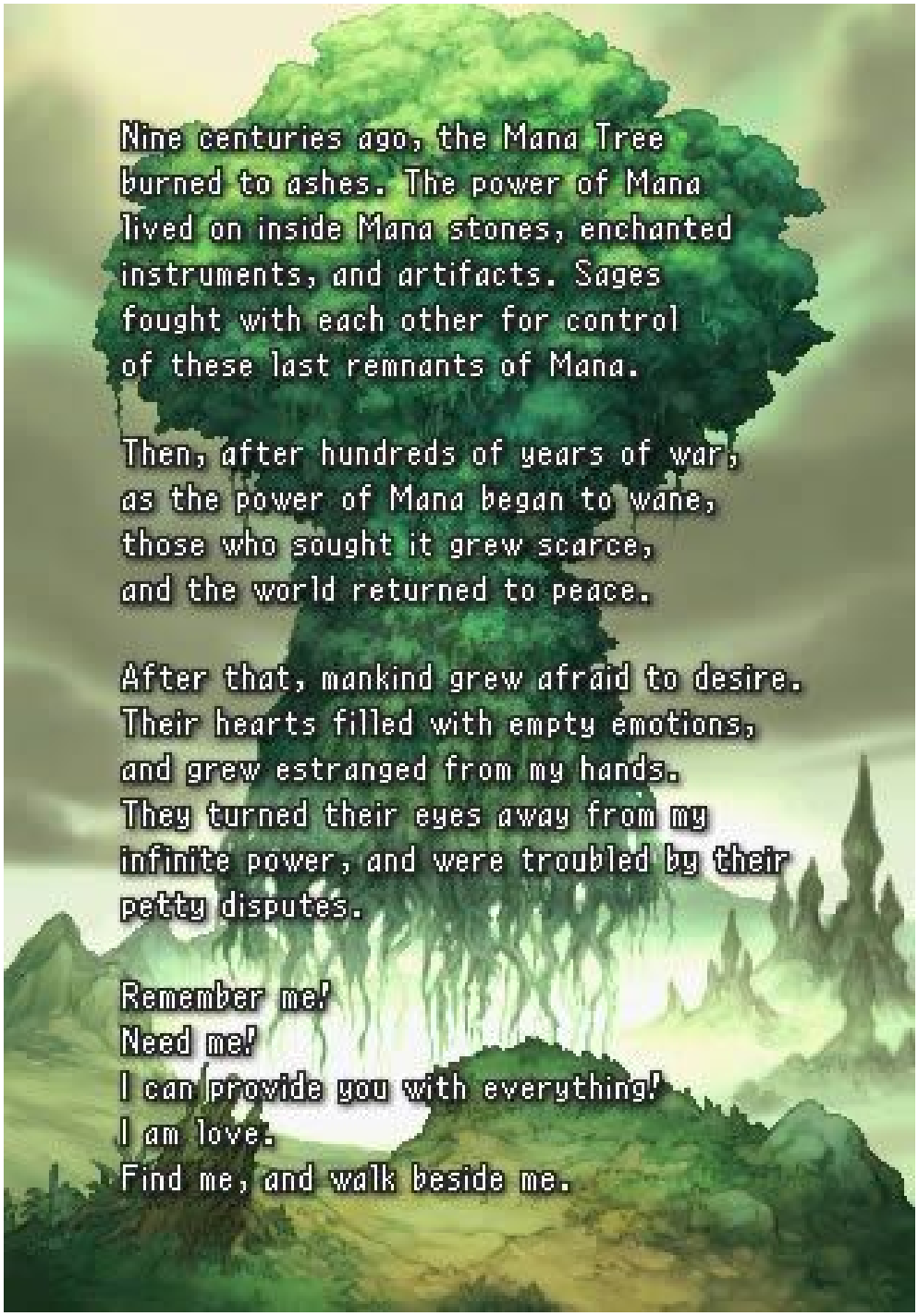
Legend of Mana
By Benevolent

V. 1.1



Welcome to the world of Fa'Diel. The world is gone, a barren wasteland, destroyed by war. You must rebuild it through the power of magical artifacts that hold the memory of a place within them. Take these Choice Points for the journey ahead. +1000 CP

Race:

There are no origins for you to take, as you cannot be inserted into a world that's already devoid of life, but you may choose amongst the following races regardless. Roll 1d8+18 for your age. You may pay 100CP to choose your age and/or gender as normal.

Human (free)- Obligatory. You know how this one goes.

Beastfolk (free)- Cat person, rabbit person, etc. Choose an animal. Appearance wise, you look like that animal except on two legs. You gain minor traits relating to said animal. For example, Daena, a feline humanoid, can run on all fours as easily as she can walk on two.

Half-Basilisk (200CP)- One has to wonder either how desperate or how intoxicated someone must be to produce something like you. You appear mostly human shaped, with a human face, but with serpentine features and a scaly tail. Your lineage grants you the ability to turn people to stone or explode objects by staring at them, though this can tire you out. Good luck restoring people to normal after turning them to stone.

Half-Demon (300cp)- You are the product of a union between human and demon. You have a mane of hair and demonic-looking limbs, as well as horns. Your lineage grants you a moderate boost towards your strength as well as any form of destructive magic. You have a slower but more powerful full-demon form you can shift into after a flashy transformation sequence. You also have a mental predisposition towards violence and destruction for the duration of the jump. You can fight these destructive urges with sufficient willpower, but it is difficult.

Jumi (Must take the "Jewel Hunter" drawback)- A race on the brink of extinction, you are one of the Jumi. You look completely human, with one very slight difference. You have a gem in the middle of your chest, of whatever natural gem you desire (you may also import any gem you might have in your possession). This is your core, and the loss of your core will kill you. You possess extremely potent healing tears (powerful enough to bring back other Jumi through their cores, or restore someone who has turned to stone), though this ability will not activate unless you defeat the Lord of Jewels during this jump. Additionally, if any non-Jumi cries for you for whatever reason, they will turn to stone, so be careful about that.

Sproutling (+200CP, does not count towards drawback limit)- Are.. are you sure? Really? Supposed guardians of the Mana Tree, Sproutlings are small plant people who really aren't good for very much. Choosing this race will give you a moderate intelligence reduction, as

well as a constant carefree attitude, until the end of the jump. You also have the durability that you'd think a plant with legs would have. Unlike other Sproutlings however, you are not a part of the hivemind that the rest are.

Location:

Take your pick. As mentioned before, it's a barren world. It matters not where you decide to begin your journey.

Skills:

Abilities & Techniques (free)- This is your basic combat package. You gain proficiency in wielding all the regularly used weapon types wielded in this world (plus the basic special techniques for said weapons), as well as the knowledge and skill to pull off some basic combat abilities. You have the potential to learn all other abilities and techniques given time and practice. For an additional cost of 100 CP, you also have the potential to learn special techniques for weapons not of this world, such as firearms and the like.

Synchronize (cost varies)- United you and your companions stand. This is an interesting passive ability that only activates when in close proximity with an ally, and it affects said ally as well. You can have health regeneration as your synchro ability for free, or you can spend 200 CP to choose one (see notes section).

Enchanted Instruments 101 (100CP)- Music makes the magic flow. You know how to make and use instruments that play magic. Each instrument is constructed of a material and a gold or silver elemental coin of some type. The material and coin type decide the effect the

instrument (although the effect is always damaging in some way). Elemental coins can be obtained by playing music elemental spirits like. You also know what kind of music different elemental spirits like. Naturally, you also know how to play said music.

Green Thumb (100CP)- When it comes to horticulture, you're no slouch. You're very good at managing all kinds of plants, even unusual ones such as the ones that grow in this world. You can get an idea of what kind of plant a seed will produce just by looking at it. I'm sure Trent will appreciate this.

Duba Bubu? (100CP)- You can understand and speak the strange language of the Dudbears. To the untrained ear, it sounds like they use the same words for everything, but you know better. This also gives you a talent for learning other unconventional languages.

The Path of the Blacksmith (200CP)- It's all in the hammer! A million strikes and you'll be a right craftsman! You have the basic knowledge of how to work the special forges used in this world. You know the effects of common materials when used to temper weapons and armor, but you'll need to figure out the rest through experimentation. While this could be learned easily in jump, purchasing it here means you know how to work materials from other worlds into the forge.

Basic Golemology (200CP)- You could create an army with the knowledge you have now. You have the knowledge of how to construct golems, pure and simple. From how to build their chassis, to constructing logic blocks from various arms and armor so that your golems may perform all kinds of combat tricks, you know it all. By purchasing this knowledge here instead of learning it in-jump, you also gain insight into how to make life balls, the power source of golems.

Beastmaster (200CP)- Monsters? You like to call them "future allies". You have a talent for taming and training beasts of all shapes and sizes. You have a sense for what foods they will eat and what will make them healthy and strong. Given sufficient time, animals under your care will become a force to be reckoned with.

Tempering Tycoon (600CP)- Despite the difficulties of such a feat, you have achieved mastery over tempering. While this may not sound like much, with sufficient resources you could turn a durable wooden sword into a legendary craft capable of felling the largest beasts. Your mastery has also given you insight into shortcuts in the tempering process, allowing you to use half as many resources for the same effect. Alongside everything else, this perk grants you a sizable bonus to your general ingenuity when it comes to crafting things.

Preserve the Land (600CP)- When the world is dead and gone, who will bring it back to its former splendor? You will, jumper. You know how to create artifacts. By performing a magic ritual involving a long and drawn out incantation, plus the sacrifice of a mana crystal of each type, you can seal an area of land, people included, within an object so that it can be moved elsewhere. This area can be up to the size of an average-sized city, with the time required to seal the land scaling with size, up to 3 days time required. The object used in the sealing process must be related in some way to the land being stored within. Anyone can plant artifacts to release the land within. The artifact is lost afterwards, and you'll have to go through the process of sealing it again should you want to move that area.

Gear:

It is important to note that any weapons or armor purchased here can only reach their full potential through tempering. They'll get the job done, but you can do better. Also, this gear can be obtained in-jump, with the endgame gear being the exception depending on what drawbacks you've taken.

Cold Hard Cash (100CP each)- A big bag full of about 5000 Lucre. Should be enough to buy yourself some decent gear.

Starting equipment (free)- You can't exactly be expected to defend yourself with your bare hands (unless of course that's just your style). This package includes a simple bronze weapon of your choice and some bronze armor. Possible weapons include a pair of knives, a one-handed sword, a one-handed axe, a two-handed sword, a two-handed axe, a hammer, a spear, a staff, a pair of gloves, a pair of nunchucks, or a bow.

Mid-tier equipment (100CP)- Nothing you couldn't acquire withing a week or so. A weapon of your choice made of GranzSteel, LorantSilver, or EbonyWood, and a full set of armor (plus shield if you have an empty hand for one) made from the same.

High-tier equipment (300CP)- This is some gear you might pick up near the end of your journey if you haven't picked up either of the difficulty drawbacks. A weapon of your choice made of IshePlatinum or AshWood, and a full set of armor (plus shield) made from the same.

Endgame-tier equipment (500CP)- You might just need these to survive depending on your drawbacks. Given sufficient tempering, these weapons and armor will bring you through hell and back. A weapon of your choice made of AltenaAlloy, Adamantite, or DiorWood, and a full set of armor (plus shield) made from the same.

Instruments (100 each)- One of the only remnants of Mana left in the world, these enchanted instruments bring elemental wrath when played. Check the notes section for the different effects that can be produced. Choose an instrument type (drum, flute, harp, or marimba), as well as an element (Aura, Dryad, Gnome, Jinn, Salamander, Shade, Undine, Wisp).

Artifacts:

Remnants from before the world's destruction, before the great wars that tore the planet apart. These items are among the last fragments of Mana left in the world after the death of the Mana Tree. Artifacts hold the memory of a land, be it a forest or a great city or a small town, within them. These artifacts will not break after use, but they will be inert and lose any special qualities they had until you either re-seal the land into it using Preserve the Land, or until you move on to your next jump, when the land is automatically taken with you. All of these artifacts can be obtained during the jump, but purchasing them here ensures that you will always be able to bring that land along with you. Any changes done to a land during a jump will be saved to it.

Mailbox (free)- Everyone has to start somewhere. Might as well start at home. A nice cozy home built into the base of a great tree, this will serve as your base of operations for the duration of your stay in this world. It comes with a library (with encyclopedias that will automatically fill up as you learn more about the world), a monster corral, and a magical orchard (which you can access once you get rid of the weeds), as well as a building out back with room for three different workshops. By doing favors for people you might get someone to build these workshops for you, or you can purchase them here. As an additional note, you should talk to the Sproutling that lives in front of this house. He might have something useful for you. You may have the house and all its add-ons become part of the warehouse after the jump in the event you don't want to replant it every time.

> Blacksmithy (100CP)- This probably has the most potential of the three workshops. Here you can craft arms and armor out of almost any material you can get your hands on, including Adamantium, which is notoriously hard to work with. The true

power of the smithy however, is the ability to temper your armor and weapons with almost anything. Want to temper some meat into that blade you've got there? Sure! Think that holy water might give that staff of yours a little bit of extra mmf? You betcha. Tempering items into your creations can have all kinds of effects, so you'll have to experiment in order to get good results. Some materials are affected more by tempering than others, so try lots of things out!

Instrument Workshop (100CP)- Here is where you can combine materials and elemental coins into enchanted instruments that can play magic. It doesn't require too much work on your part, as most of the process is automatic. So long as you don't do something silly like try to make a flute out of leather it should work just fine.

Golem Laboratory (200CP)- It's alive! It's aliiiiive! Well, not really. Golems are machines first and foremost, regardless of the fact that they are powered by items called lifeballs. Here you will find everything you need to create and modify golems, from the device that lets you create logic blocks out of arms and armor, to the lifeballs required to power the golems themselves (of which there are three included). The better arms and armor you can get your hands on, the better golems you can make.

Concert Hall (200CP)- If you've ever wanted to play music for spirits in the comfort of your own home, this is the option for you. Spirits of all kinds will show up in the audience of this room, and by playing music that they enjoy they will pay you in elemental coins, and if they *really* like it, they might even give you a mana stone or two.

Colorblocks (200CP) Couldn't just wait for the Sproutling to give you this, huh? That's fine. This set of colorblocks, when planted, will produce the town of Domina. Here you can find various shops, a surprisingly accurate fortune teller, and plenty of nice people. You might even find a certain floppy-eared con artist here from time to time.

Flame (300CP)- That which illuminated the shrine was but a small fire. Before long, mankind ceased to notice the fire, but its significance continues to grow. This crucible of flames contains a fire that will never go out. When planted it will produce the land known as the Gato Grottoes. Here you will find a small but pleasant town carved into a cliff face. The Temple of Healing is situated here, dedicated to the spirits of wind and flame. The surrounding wilderness is home to many monsters.

Tome of Magic (400CP)- In ages past, many tried to explain the work of the gods, spending much time and making incredible sacrifices. The secrets they have uncovered are small, but hold enough power to destroy a continent. Flipping through this book's pages, you gain insight into the terrible powers that destroyed the world. This doesn't mean you can cause such destruction yourself, just that you know what happened and how. By planting this magic tome, you will bring back the city of Geo. This great city has many things to offer. If you have to buy something, you're likely to find what you need in Geo. It is also home to the Academy of Magic, but with the scarcity of Mana, they don't have much to teach anymore in terms of true magic.

Jumi's Staff (600CP)- A staff replete with the power of gems of every color. The jewels draw in and store the waves of various kinds of Mana. They can then be released. When you plant this staff into the ground, you will recreate the great Bejeweled City, which was once the home of all Jumi, before they started to go extinct. Here the fate of the Jumi will be decided.

Sword of Mana (800CP)- This sword has the will to shape its own destiny. It is said that an air disruption follows this blade, and if you listen closely, you can hear the air around it hum. In its artifact form this item serves as an incredibly powerful blade, superior to that of any other weapon you may purchase here. When planted however, you will bring back the Tree of Mana itself, or what's left of it. It has been slowly healing over the years after it burned down. You will have to free the Mana Goddess who resides here from her corruption in order to heal the Mana Tree. By free I mean you're going to have to kill her. Good luck.

Companions:

Li'l Cactus (free)- A shy little cactus. He is a cactus of few words, but he happens to be thinking about many things. This small walking cactus lives in a pot next to your bed. If you talk to him after doing something important, he'll write a journal entry about whatever you did once you leave the room. You don't actually have to talk about what happened for him to make an accurate journal entry regarding it. Li'l Cactus knows what you did. He also never seems to run out of pages for his journal. Does not take up a companion slot.

Pets (200CP each)- For when you want to fight monsters with monsters. You may pick any monster from this list http://legendofmana.info/encyclopedias/monsters-pets/ , minus the demi-human pets. They will follow orders to the best of their ability, and each has its own synchro ability. They do not take up companion slots, but they will not join you if you've already got a pet tagging along with you.

Canon Companion (200CP)- When the going gets tough, the tough bring a friend. Choose amongst any from this list http://legendofmana.info/encyclopedias/npcs/ with the exceptions of Lady Blackpearl, Elle, and Esmerelda. They start with the equipment and skills they normally would have if you met them normally in-jump. Bud and Lisa are a package deal and only take one companion slot amongst the two of them, though individually they are weaker than any others on the list. Also, it is important to note that Pearl is a non-combatant and won't fight even if her life depends on it.

Lady Blackpearl (400CP)- While Lady Blackpearl is technically the original persona of Pearl, if you purchase this option she will become her own person, so the two may live their lives separately without sacrificing the other. Level-headed and logical, she is the polar opposite to Pearl. Why is she 400 CP instead of 200? Because she has one of the most powerful synchro abilities in the setting. Standing near her will allow you to instantly use your special techniques, without the need to build up power during the battle. She also wields a mean warhammer, and she's one of the better fighters around.

Companion Import (free, with a catch)- This is going to work much differently from most imports. You can import every single one of your companions free, giving them the effects of Abilities & Techniques, Synchronize (being able to choose a synchro ability for free), and Enchanted Instruments 101, as well as the basic starting equipment. The catch? You can only have one imported companion active at one time. In Domina, you will find a seemingly vacant house. Knocking on the door of this house will let you bring one of your imported companions into the world. If you want to bring out another companion, you will need to send the companion you already have back in. Companions not currently in use will be in a sort of stasis, so don't worry about them having to wait around for you to come and get them. You can not enter the house yourself, so don't even try.

Drawbacks: +600 max

+100 "Hair pipes"- You have a horrible fashion sense. Just the worst. Whether you're wearing a random cloth with a feather in it on your head, or your clothes just plain look off, people are bound to notice your strange appearance.

+100 Airhead- Much like Pearl, You have a tendency to get lost in your own thoughts and wander about. This can lead to you actually getting lost or getting into dangerous

situations. Expect to find yourself snapping to attention only to discover that you have no idea how you got where you are.

+200 Business Unusual- You have a habit of running into a rabbit-man by the name of Niccolo. Self proclaimed Peddler of Smiles, this con-man will drag you into his zany schemes constantly, and it cannot be avoided. Expect to gain a bad reputation by being associated with him.

+200 I'm back!- You're not much of a talker are you? For the duration of the jump, you will not speak under almost any circumstances. It's not that you can't, just that you choose not to. However, you can speak a whole one sentence over the duration of the jump, but that's it.

+300 Bad Luck- Need a particular resource that can sometimes be found on a certain monster? Well good luck getting it now. You have the absolute worst luck when it comes to drop chances. Sometimes you might not even get anything at all from enemies. Even if you were to figure out how to make luck boosting gear, it would only help a little bit.

+300 Jewel Hunter (Jumi only, mandatory)- You are being hunted by the notorious jewel thief, Sandra. She wants to steal your core, as Jumi cores are the most valuable gems in the world. She is a master of disguise and subterfuge. If she gets close enough to you, she will rip your core right out of your chest, and no amount of defensive measures will be able to stop that. Be careful who you trust.

+300 Boreal Hound's Wrath- Boss enemies just don't play fair anymore. Expect them to use special techniques almost constantly, giving you very few opportunities to get hits in. This will make your fights with them more about dodging and surviving than beating down your opponents.

+400 Nightmare- Let's kick it up a notch. All enemies you face here will be much stronger and will take longer to kill. In the game itself this basically amounts to adding 20-30 levels to all enemies. You're going to need to dabble in tempering if you want to kill anything in a reasonable amount of time, as your normal weapons probably aren't gonna cut it, literally. On the upside, since all enemies are stronger, they have a chance to drop loot that they normally wouldn't be able to at their default levels.

+600 New Game... Plus?- Don't get too attached to your achievements Jumper. Should you purge the Mana Tree of its corruption, allowing it to be healed so that the flow of Mana can return to the world, everything will be reset. It will be as if you started the jump over again.

Only you have memory from before the reset, any companions will act as if it were a fresh jump. You will know when you're nearing the end of your time here, but you will not be able to fully restore the Mana Tree during your stay here.

+600 No Future- This is going to take a while. By taking this drawback, all enemies you face will be boosted to their maximum potential. In the game, this translates to all enemies being Level 99. You're going to need some truly powerful weaponry if you want to survive this. The only consolation is that since enemies are so strong, they all have the potential to drop rarer loot than would normally be possible.

As a small bonus, if you take either Nightmare or No Future, after the jump you gain the Forbidden Tome, which will allow you to reactivate the drawback you took whenever you want. If you take No Future the tome you receive will allow you to trigger both No Future and Nightmare mode whenever you please.

Notes:

Please read through this before asking questions about the jump. There's a lot of complexity to some of the mechanics of the setting, so it's worth your time to look through.

-The Half-Basilisk and Half-Demon races are based off of Kathinja and Irwin respectively, in case you want to get an idea of how you'll look.

-As a Jumi, try not to use your healing tears too much at once, as it uses a little bit of your lifeforce.

-You can view all of the basic techniques that you can gain over time by purchasing Abilities & Techniques here: https://www.youtube.com/watch?v=zsUiX2N4ycU

-Special Techniques are moves unique to a weapon type that can be learned based on the abilities you know. You have to build up power before you can use a technique. You can build up power by either hitting someone or getting hit. By initiating a special technique, you become locked into it until its completion. Fortunately, while performing a special technique, you are nearly invincible. Most special techniques are highly telegraphed, meaning your enemies will probably notice you're preparing something and get out of the way. You can view the special techniques for all weapon types here (as well as all the

different types of magic):
https://www.youtube.com/watch?v=5tqI4Rv-ftI&list=PL5CC62D6838C7EC5E

-It is also important to note that boss enemies have their own special techniques that you should watch out for, and they are equally durable while performing them.

-There are a wide list of synchro abilities for you to choose from if you pay the extra fee in order to get the choice. You may choose from any synchro ability that any other pet or ally has, with the exceptions of Lady Blackpearl and the Springball's synchro abilities.

-Speaking of the Springball's synchro ability, for the purposes of Jumpchain, it's synchro ability does not make you invincible, it just gives you a defensive buff.

-The 8 elements of mana are Wisp (light), Shade (darkness), Dryad (plants), Aura (gold/metal), Salamander (fire), Gnome (earth), Jinn (wind), and Undine (water).

-If you take either the Nightmare or No Future drawbacks, you may run into problems while using instruments, as their damage falls off quite hard in harder difficulties. They can still be useful for crowd control however.

-I lied about the million strikes.

-Tempering is an extremely complicated mechanic and trying to type it all out here would be a waste of space. So I'll try to explain the basics and if you want to know more detail you can check here http://www.gamefaqs.com/ps/256525-legend-of-mana/faqs/10806 . Alright, so you can temper just about any item into a weapon or armor, causing a change to that weapon or armor somewhat related to whatever it is you added. Tempering a seed into your weapon, for example, could raise its Dryad elemental essence. Some materials add elemental essence, some increase stats, some are entirely detrimental and shouldn't be added. A lot of materials can also add what are called mystic cards. These are special abilities that either affect the item while it's in use, or it can have an effect on the tempering process itself. For example, the Bed of Thorns card that can appear on armor adds a ton of defense to the armor, but makes it impossible to regenerate health while wearing it. You'll have to experiment to find out what materials do what. Use your best judgement when it comes to using materials from other worlds. Also note that primary materials, such as metal, wood, or stone (things you could make weapons or armor out of) can not be used for tempering, only crafting.
-When it comes to tempering weapons made out of materials from other worlds, you should generally follow the rule that the more artificial a material is (such as rare alloys

and that sort of thing), the harder it is to temper, while the more natural or flexible a material is (such as wood or stone), the easier it is to temper.

-Making golems is more complicated than tempering in some ways and less complicated in others. You construct a golem out of up to 3 pieces of armor and a weapon. The amount of armor you use decides the size of its logic grid, and the weapon you use decides the way it attacks and the logic blocks it can use. The stats of the armor and weapons used in its construction decide the stats of the golem.

-Logic blocks are basically the attacks and commands of the golem. It's their programming. Logic blocks can add anything from basic attacking functions to bombs to lasers. If you want to know more specifics of what golems can do and what goes into making them you can check here http://www.gamefaqs.com/ps/256525-legend-of-mana/faqs/8847 , but if you don't have the patience to go into detail and just want to say "hey my jumper is smart enough to make the golem do this, this, and this" I won't judge.

-You can find mana crystals of all kind in Geo (and in the Bejeweled City should you bring the Jumi back from the brink of extinction). I don't recommend shopping at the gem store in Geo if you are a Jumi however.

-Killing the corrupted Mana Goddess will allow the Mana Tree to be healed, bringing the flow of Mana back to the world. You'll have to keep it protected if you want to make sure it isn't burned down or taken over by monsters again.

-There are some known practitioners of magic in this world, though their full capabilities are not known. You may learn from them if they are willing to teach you, but it is unlikely that they will do so, as misuse of Mana was one of the things that led to the destruction of the Mana Tree, as well as the rest of the world.

-If you take a canon companion, you will meet them as you normally would in jump, and should they be willing you can then take them as a companion at the end of the jump.

-The Nightmare and No Future drawbacks only apply to you and allies currently fighting with you. You don't have to worry about super powerful monsters overrunning towns or anything like that.

-Companions sealed within an artifact at the end of a jump will be booted out to wherever companions go between jumps, so no using artifacts to game the companion rules

-Any people sealed within an artifact at the end of a jump are not poddable.

-Additionally, you require sufficient space equivalent to the land sealed within to plant an artifact. So you can't just place your city-sized fortress on top of an enemy base.

-The "I'm Back!" Drawback is in reference to the fact that the protagonist of Legend of Mana speaks a whole one line over the course of the game.

-**<u>*PLEASE READ THIS NOTE FOR THE LOVE OF GOD AND ALL THAT IS HOLY*</u>** Artifacts hold not just the memory, but the history of a place within them. Planting an artifact effectively retcons that place into existence, as if it had always been there. Any people in the artifacts are merely people much like those that were there during the sealing process (copies, essentially). If taken to other jumps, any people in artifacts will not have any kind of special powers they might have had.

Changelog:

V. 1.0- release

V. 1.1- added more clarification on Preserve the Land (I swear that perk's gonna be the death of me).
-added some more low level drawbacks
-added the option to have the house and its addons become part of the warehouse post-jump
-added the Concert Hall room to the house
-duba dubababa dubba (added a perk regarding languages inspired by the dudbears)
-added perks regarding pets and plants
-added a new 600CP perk

V 1.1.1- even MORE clarification on Preserve the Lands and artifacts in general