



BLOOD & MAGIC

Jumpchain by:



Welcome to the Utter East! A small region occupying the land bridge that connects the continents of Faerûn, Kara-Tur, and Zakhara in the Forgotten Realms, south of Ulgarth and wedged between the Great Sea and the mountains of the Yehemal, comprised of the Five Kingdoms: Doegan, Edenvale, Konigheim, Nix, and the Free Cities of Parsanic. When it comes to forgotten realms, though, the Utter East is more forgotten than most: For most of its history, it will exist either an isolated, irrelevant backwater, or a blasted, barren wasteland. You, however, will be visiting it during its brief golden age: The Bloodforge Wars of 648-657 DR.

Discovered at the beginning of this period, the eponymous Bloodforgeries are ancient relics of vast arcane might, capable of collecting mana and crafting it into living constructs beholden to their master's will, allowing a mage of even mediocre talent to raise an army in an afternoon—which many would, leading to the region being ravaged by a decade of conflict, in scope both vast and petty.

Take this and buckle up, because these are interesting times.

1000 CP

ORIGIN:

Pick one; 50% off of perks/items for your origin, 100CP is free.

Any of these origins may be taken as a Drop-In except for Noble and Circle of Order.

Adventurer – Free:

You're a freebooting adventurer, unaffiliated from but not unaffected by the Bloodforge Wars. Unless you're already powerful, war will likely come to you rather than the reverse, and you may find it difficult to exercise influence on the world or sell your sword in an era where every Tom, Dick, and Jerry with an iota of magical potential and access to a magic rock can 3D print his own personal army.

Rogue – Free:

Whenever the sharks go into a feeding frenzy, there's always a bounty left over for the bottom feeders. As a bandit, outlaw, thief, or spy, you may have some ancillary skills that might warrant a mage's patronage, but for the most part you're probably going to want to skirt around the edges of the Bloodforge Wars in order to enrich yourself and prey on those without a functionally infinite supply of bodyguards.

Noble – Free:

You're a landholder in the Utter East, be it a humble mayor of a hamlet, a vassal or prince to a kingdom, or even the sovereign of one of the Five Kingdoms themselves. The Bloodforge Wars *very much* affect you, and you're going to have to maintain a series of

delicate balances in order to keep your subjects happy and your demesne from being flattened wholesale by feuding mages.

Circle of Order – 200 CP:

Be it in the form of the Lord of Flames, the Lord of Lands, the Lady of Tides, or a new fourth (fifth) member of the Circle, you are one of the ageless beings who led and protected the tribes of Mar living in the Utter East for hundreds or thousands of years prior to its colonization and their subjugation by the Ffolk and the establishment of the Five Kingdoms. A being of Law and usually but not necessarily Good, your primary concern these days is in keeping beings of Chaos, notably Tartyron, the Lord of Chaos, under lock and key... though with its descent into anarchy and warlordism, entering the fray of the Bloodforge Wars in order to pacify the realm might be awfully tempting.

If you choose this origin, also choose an element to be the Lord/Lady of.

Mage – 400 CP:

You're one of the lucky individuals in the Utter East who possessed both magical talent and the opportunity to bind a Bloodforge to your will. With great power comes a lack of responsibility, but you're also a potential rival and target for every other Bloodforge wielder in the region—and you have a lot of competition.

RACE:

Pick one, then pick your age and sex for free; I'm not your mom.

Humanoid – Free:

You're one of the more conventional races of the Utter East: A human (Ffolk, Northman, or a Mar waiting for these western colonists to finish killing each other and fuck off your land), an elf, or a goblin of Nix (who are more comparable to orcs or hobgoblins elsewhere, but it is what it is).

Monstrous – 200 CP:

You're one of the rarer, monstrous residents of the mountains, be it a harpy, troll, illithid, banshee, or greater medusa. This grants you your species' signature ability: Winged flight, modest regeneration, the ability to eat brains, a fearsome wail, or a petrifying gaze, respectively. As might be expected, harpies, banshees, and medusae can only be female.



Basal Golem – 200 CP:

You take the form of a living construct of the type created by Bloodforges, though somehow divorced from the control of any of them. With a body of soft stone (in a color of your choice), you're tougher than average humans, but your real strength is in your ability to transform. Into what depends on context:

As long as you're in your base form, you can shapeshift to or from the form of a small obelisk at will. While this form is immobile and unable to meaningfully act, it increases your resilience further, remains aware of its environment, can absorb mana from the environment through meditation or prayer, and can channel that mana into magical artifacts for use or storage. You can also turn into a large block of solid stone brick to serve as a wall, but this transformation is irreversible (until the end of the current Jump), so maybe don't unless you have some other outside shapeshifting ability.

If you're near a sacred site of a higher power, such as a temple to a deity (or you happen to be godlike yourself), you can transform from your base form into a creature aligned with that power (or one of your own minions) through an expenditure of mana and a process of metamorphosis that takes anywhere from a minute to several minutes, giving you potential access to a wide variety of forms and abilities. Reversing any given advanced transformation requires you to go through the same process of metamorphosis, but unlike other basal golems, you can do this anywhere, not only while near an allied Bloodforge. Your metamorphosing form is mostly insensate and vulnerable, but you can cancel it in order to defend yourself from attack.

PERKS:

Adventurer:



Jumper The Occasionally Good – 100 CP:

Look, you're an adventurer. You solve problems. Actually, you probably cause as many problems as you solve, but for whatever reason, people are always willing to extend to you the benefit of the doubt, trusting in your courageous spirit and general well-intention, if not your competence.

Artificer – 200 CP:

You have an affinity for understanding and tinkering with magical items (such as those in the section below), puzzles, and traps, and given the appropriate materials, power sources, and time, can even create your own, though creating capital-A Artifacts like Bloodforges from scratch remains beyond your reach.

Basal Breaker – 300 CP:

With Bloodforges eliminating the time required to raise an army and the food, gold, and arms required to outfit and sustain it, all of the bigshots are using them—and that's a vulnerability you can exploit. You've studied Basal Golems since their discovery, and you know how they tick. Even though their transformations seem indistinguishable from the genuine article, you can instantly pick out the subtle tells that give up Basal Golems or any other kind of simulacra, discern their weak points, and predict the patterns and motions of any kind of construct, living or otherwise, that you've had adequate time to study. While this can only help so much in fighting off an army, it makes you substantially more able in defeating such constructs in single combat, and this knowledge can bolster the performance of your allies similarly.

Howl of Vengeance – 400 CP:

Sometimes, you lose. You get beaten back, beaten down, beaten up, and just generally beat the hell out of; it happens to the best of us. But you always, *always* get even. You, your Companions, and your followers and citizens are filled with an unquenchable spirit of revanchism that empowers you when you're avenging a wrong committed upon you or reclaiming something taken from you, marching longer, thinking clearer, fighting harder, and striking surer until the scales have been set right.

Wraithform – 600 CP:

You have the mystical abilities of a Wraith, though you may or may not be undead yourself. Namely, you gain the ability to levitate, an aura of supernatural dread you can evoke once every couple of hours, and complete immunity to ordinary weapons, as they pass through your body as if through smoke. Does not protect you from magic, fire (magical or otherwise), or holy damage/powers/weapons. Comes with a free scythe to complete the look, albeit a completely ordinary one.

Rogue:



The Better Part of Valor – 100 CP:

The world's gone crazy. Wizards have no sense of right and wrong, they say, and Bloodforges enable their worst proclivities, with duels (read: full-scale battlefields) erupting out of anything from matters of national conquest to disputes over what to have for dinner. You've learned to get the hell out of dodge—you have an intuitive danger sense for when mass combat might erupt, and the speed and stamina of an Olympic sprinter to vacate the area before it does.

Tomb Raider – 200 CP:

You're an expert in plundering tombs, barrows, dungeons, and the like for hidden treasures and ancient artifacts. You instinctively realize whenever you're about to trigger a trap, be it mechanical or an ambush, and which way to dodge in order to best minimize harm. Then, once you've found the treasure, you can intuitively tell whether something you touch is cursed... which, while it enables you to avoid wearing any cursed objects, doesn't protect you from anything that curses you just for touching it.

Shadow On A Moonless Night – 300 CP:

You're a master of the art of stealth, able to move silently and pass without leaving tracks or trace over any terrain that can support your weight, no matter how noisy or messy in might normally be. Additionally, you have a sixth sense for when somebody's about to spot you and can instantly intuit the nearest—though not necessarily the best—place to hide.

Stop And Frisk – 400 CP:

Some thieves stick people up, making demands and threats for their valuables. Others skulk around, lifting things carefully and surreptitiously from purses without their marks' ever knowing. You need do neither, as you have the ability to stroll up to someone and just *take* something off their person, though you can't victimize the same person in this manner more than once every few minutes. Play it cool, and they won't even notice they've been robbed.

You can snatch one item at a time; it can be in any container on their person, inside of a metaphysical inventory or hammerspace, or worn on their body, with the caveats that you can't take something held tightly in the hand (a weapon in use, e.g.), something that would normally take more than a few moments to remove (a lady knight's breastplate is too complex, but you *could* snatch her bra out from under it), or something inside a container that qualifies as its own pocket dimension. If using a weapon or martial arts with which you're proficient, however, this ability also enhances your ability to disarm opponents so you can steal their weapons as well.

Jumper the Bold – 600 CP:

You ooze with charismatic bravado: The ladies (or lads, or whatever it is you prefer) hang on your every word, and you're a natural pickup artist, with even the cringiest shit you say and do always winding up somehow seeming suave and cool. While this won't let you instantly seduce ice queens, asexuals, girls that aren't tsundere but actually really just hate you, enemies bloodsworn to murder you and your entire lineage, alien robots, or non-Euclidean elder gods, they'll tend to overlook indiscretions that would otherwise qualify as sexual harassment, and will *always* give you at least one shot—an in that you can exploit, a gap in their emotional and sexual armor that you can worm your way into in order to steal the most precious treasure of all: Their heart. The more absolutely fucking shameless and audacious you are with your advances, the stronger these effects are, though they only affect people of the sexes/demographics you're attracted to, and the people around them who *aren't* may (will probably) take umbrage with your antics.

Noble:



Divine Right – 100 CP:

Although not openly discussed, the Utter East is a highly segregated place; at least four out of the Five Kingdoms are absolute monarchies, who subjugated the native Mar at best and enslaved them at worst—in the monstrous realm of Nix in particular, the strong dominate and sometimes devour the weak. As a member of the upper crust, you exist on an entirely different social plane of existence from peasants and slaves: Those beneath you in rank and status know instinctively that questioning or criticizing your actions and motives is entirely above their pay grade and will deliberately turn a blind eye to any crime or taboo you commit, provided it doesn't physically harm them or someone they care about.

Entreaty – 200 CP:

While you may not be able to fight in the Bloodforge wars, you can certainly take advantage of them: You find it easy to find willing proxies in conflict, as mages will practically stumble over each other to be the one to champion your cause—though many will expect promise of recompense after the fact, such as gold, land, and/or your hand in marriage. Outside this jump, you retain this knack for persuading/bribing champions to your banner and the general air of a VIP, whether or not you're actually important to the setting.

Lawgiver – 300 CP:

He who has the gold makes the rules: Your subjects and followers understand and submit to your sovereignty and will immediately take to laws and edicts you pass down, no matter how outlandish, obscene, or opposed to current social norms or those of your neighbors. Even your Companions will be inclined to comply, given even paper-thin

justifications for ordinances with which they disagree. That being said, this does not imply that people will be *happy* with your directives, and particularly ridiculous and onerous dictates may need to be accompanied by concessions in order to avoid unrest and revolt. As it happens, most people will be more inclined to follow your new laws if you yourself are beholden to them, and everyone likes paying fewer taxes.

Master At Arms – 400 CP:

Like Princess Roxanna of Edenvale, you're both able and willing to defend your honor, despite your presumably cushy upbringing: A natural prodigy in armed combat, you have the intuitive skill of a veteran twice your age in one melee or ranged weapon of your choice, and vast latent talent in *every* weapon of war, though this talent requires training to fully realize.

A Plague Upon Your House – 600 CP:

When defeated, you have the ability to, as the King of Doegan dying upon his throne will, place a prophetic curse upon the one who wronged, humiliated, wounded, or slew you. The curse can be anything, but there must be some mechanic within your present Jump by which it might actually be fulfilled (that is, it can't be completely impossible for the curse to come to fruition), or it won't have any effect. Fortunately, its prophetic nature will naturally attract people and/or phenomena capable of carrying out your work. The greater the magnitude of your defeat, the more potent the curse will be, and the more disproportionate the curse to the nature of your defeat, the more you'll look like a really sore loser.

Circle of Order:



Guards and Wards – 100 CP:

Your alignment with cosmic Law allows you to naturally sense those of Chaotic cosmic alignment within about a hundred meters, and bestows you with a simple charm that, when cast on a passage, will telepathically notify you if such a being passes through. You may have up to three wards active at a time and can always distinguish as to which one is being tripped; they remain until activated, dispelled, or are replaced (oldest first), and work at any distance provided you remain on the same plane/in the same Jump.

Noblesse Oblige – 200 CP:

Lesser beings see you as a natural lord and protector, and, as such, will frequently come to you with their problems. While this can be an incredible nuisance, bestowing aid or gifts upon such supplicants swiftly earns their loyalty and fealty, and will usually be reciprocated with some kind of tribute, be it goods, gold, or, in extreme cases, the construction of temples and monuments in your honor.

Lord of the Land – 300 CP:

If you aren't a member of the Circle of Order and haven't already done so, choose an element.

The Circle of Order are not only spiritual beings of Law, but of the natural world, and you are unimpeded by the natural forces of your element—were you to be the Lord of Sands, for instance, desert sandstorms would seek to blow around you, sand would firm up beneath your feet to grant you easy passage, dunes might form staircases or tunnels in them to accommodate you, and the sun would be no more harsh to you than a spring day in more temperate climes.

Father of Battle – 400 CP:

Bloodforges are called the Mothers of Battle, pregnant with magic, and Basal Golems their Children, but they're altogether nothing without a will controlling them, and yours is one of the finest: Your long vigils have given you an intuitive understanding of battlefield tactics and a knack for rapid micromanagement of individual units; were you to possess a Bloodforge, these skills could elevate you from a mage to a Great Mage.

In My Element – 600 CP:

If you aren't a member of the Circle of Order and haven't already done so, choose an element.

You possess supernatural control over the element of your namesake, able to shape it as an act of will and wield it as a physical weapon, even should it normally be insubstantial. Should none exist where you are (which may be incredibly unlikely anyway, depending on the element), you are capable of outright manifesting some of it from the ether, though this is considerably more taxing.

Mage:



Casus Belli – 100 CP:

There comes a time in the life of every man where he dreams that he is the Strongest Man. With a Bloodforge, that dream could be a reality, but only if you can establish dominance over your peers. This perk allows you to pick fights: As long as your current Jump has even a semi-formal system of dueling, you can challenge anyone qualified for even the most frivolous reason, and not only will they be compelled to accept, but any authorities who would otherwise intercede can only look on helplessly, unable to punish you—provided you win.

The Good Old Days – 200 CP:

Blood & Magic was licensed from TSR back in the AD&D days, back when everyone wasn't too cowardly to put monster tits in official materials, as evidenced by the Harpy and Nymph. Because wizards have no sense of right and wrong, you may have your followers take the form of supernaturally attractive (monster) men or women, including the normally nonhumanoid ones like Dragons and Griffons; this has no effect whatsoever on their combat efficacy or abilities, making their skin as tough as whatever armor they'd otherwise be wearing. At your choice, they can either be nude or wear bikini armor/loincloths, Sword & Sorcery style, and are immune to being clothed/censored by external factors.

By default, this only affects Basal Golems and their transformations, but you can specify which of your followers/forms to include/exclude from the effect. Doesn't affect Companions.

Site of Power – 300 CP:

Given a properly laid foundation, four Basal Golems can unite into one of five mystical sites, temples to the gods of War, Nature, Magic, Life, or Death which allow their fellow golems to transform into a variety of soldiers, constructs, and monsters to serve on the battlefield. This perk creates a sixth, attuned to yourself, allowing your Basal Golems and those of your allies to transform into four different forms of your choice, representing either minions you already have access to or aspects of any supernatural powers you might possess. You may redefine your mystical site and the forms it grants at the beginning of each subsequent Jump (or once every 10 years, post-Chain).

Wololo – 400 CP:

You gain the wicked charm of the Enchanters of Nix: A spell able to enslave the minds of others, turning them into loyal minions and usurping the supernatural bonds that controlled them, if any, binding them to you instead. This is permanent unless specifically dispelled, but quite mana-intensive, doesn't stop them from being stolen back, and it requires that the victim, or the power controlling them, be equal or lesser to yourself.

Real Ultimate Power – 600 CP:

In this time and place, 'Mage' is more of a title than a descriptor, with Bloodforges and other artifices acting as crutches and substitutions for true pursuit of the magical arts; since their discovery, few of those able have even bothered, such as Haradan the Hermit. Not so with you: The flame of arcana burns brightly enough within you to enable you to learn *real* spellcasting. If you don't already have magical ability, you begin with only modest skills (equivalent to a 3rd level mage, circa AD&D 2e), but have vast untapped potential should you take the time to develop it. If you're already an arcane spellcaster, you gain spell slots as if your level was 2 higher than it is (or if you're maximum level, the spell slots you gained for that level again).

ITEMS



Items that are lost, destroyed, or expended will automatically be replaced after one week, unless otherwise specified.



Berserker Brew – 100 CP:

A draught of terrible power kept in an innocuous wineskin— when consumed, as the name suggests, the imbiber flies into an unstoppable, uncontrollable killing frenzy, moving faster and hitting harder, while retaining only enough awareness to avoid attacking their allies. Additionally, while the dread elixir doesn't protect from indirect environmental damage, such as being set on fire, it renders the berserker immune to all forms of conventional attack, magical or otherwise, and all other mind-altering effects.

The price for this power is death: The Brew also renders the drinker immune to healing, magical or otherwise, and eats them away from the inside, invariably perishing within a few minutes of taking the draught. Spells that cure or remove poisons or curses or grant immunity to them will slow this demise, but only something on the level of a *Wish* spell or direct divine intervention will spare the berserker from their fate... so don't drink it yourself unless you're *really* sure.

Has no effect on nonliving constructs like stone golems.

Compendium – 200 CP:

A great volume, sourced from the Great Mage, which contains vital strategic information about all sorts of creatures, structures, items, and terrain. Merely ask the tome to

identify something, and it will turn to a page that provides all relevant and publicly available information on it. This will continue to function outside of this jump, as the Compendium passively absorbs knowledge from the ether, but things which are heavily guarded secrets, occluded by magic, or unfathomable and unknowable may result in incomplete information.

 <p>BASAL GOLEM *CREATE WITH BLOODFORGE OR REVERT HIGH LEVEL FOLLOWER</p>	<p>3 ATTACK 1 RANGE 2 DEFENSE 3 MOVE 20 HIT PTS</p> <p>TRAITS GENERATES MANA WHILE IN OBELISK FORM MAY TRANSFORM INTO TURRET, WHICH JOINS WITH ADJACENT FRIENDLY TURRETS MAY TRANSFORM INTO HIGHER LEVEL CREATURE WHEN AT FRIENDLY MYSTICAL SITE MAY TRANSFORM INTO MYSTICAL SITE WHEN OCCUPYING ALL SPACES OF A FOUNDATION +1 ATTACK AND +1 DEFENSE WHEN STANDING ON FRIENDLY BLOODFORGE</p>
<p>DESCRIPTION BASIC LOYAL FOLLOWER</p> <p>SPELL: TRANSFER TRANSFERS MANA TO FRIENDLY BLOODFORGE. CAN ONLY TRANSFER WHILE IN OBELISK FORM</p>	

Adventurer:



Storm Bracers – 100 CP:

These bracers are not only fashionable and decent protection for the forearms but enhance the strength of your blows; this is a flat amount, so the physically weaker you are, the more noticeable the effect will be.



Drift Disk – 200 CP:

A peculiar fish-shaped device that, provided you can figure out how to use it, allows you to walk on water (though the precarious balance required limits your ability to defend yourself).



Frost Cape – 200 CP:

This enchanted garment, while too thin to serve as armor, is durable, cozy, and provides complete immunity to heat, fire, and magma, both natural and magical—though not super-fire elements such as Hellfire or Archflame, and it won't prevent you from suffocating to death if submerged in molten rock.

Old Stone Keep – 300 CP:

An abandoned ruin of a castle town sitting near the edge of the Kingdom of Doegan, including well-worn but stout walls, a menacing keep, and surrounding bogs and foothills. It's a wreck that stinks of death, but you could spruce it up, and the fetid earth here is suffused with necromantic energies. Can be attached to your Warehouse or imported into future Jumps.

Pearl of Power – 400 CP:

A glittering jewel pilfered from an ancient barrow, practically bursting at the seams with untapped magical energies. Although laden with a curse of reckless greed, the Pearl makes a great magical focus, and truly shines as a functionally infinite power source for arcane constructs.

Hall of Wonder – 600 CP:

A cathedral-like workshop secreted away in the mountains, dedicated to Moradin and Gond. While packed with foundries, furnaces, workbenches, and tools (which never seem to run out of fuel or supply), it's nonetheless spacious enough to construct and maintain anything up to about the size of a 747 jet airliner. Can be attached to your Warehouse or imported into a new Jump.

Rogue:

Bog Boots – 100 CP:

A pair of sturdy and surprisingly fashionable hiking boots, enchanted to provide complete freedom of movement in marshes, swamps, and similarly mucky terrain.



Boar Burgers – 200 CP:

For the connoisseurs of the finest Wall Chicken, I present: Floor Steak. These thick slabs of boar are quite gamey but qualify as a full day's meal no matter how (or how well) they're prepared and can actually heal physical injuries. You receive one per day, and they may be stockpiled, though they will eventually spoil unless preserved like any other meat.



Bandit's Cloak – 200 CP:

This dark brown traveling cloak is comfortable, waterproof, and is enchanted to fully occlude your face, form, and identity to all nonmagical scrutiny. Also bears a hex that gives those who see you the impression of a suspicious, shady character.

Safehouses – 300 CP:

Rather than granting you any specific plot of land, this permit allows you to, once a month, claim a house that's either abandoned or owned by you, a companion, or your followers as a Safehouse. Claimed safehouses are unnaturally inconspicuous and won't be investigated by authorities, deliberately demolished, or visited by the taxman unless you give them a very good reason to do so. Does not prevent them from being *accidentally* demolished, be it through an alchemical blunder or as collateral damage from mages fighting over the city it's in.

Plunder Sack – 400 CP:

A huge burlap sack that sits comfortably over the shoulder, this innocuous item is heavily enchanted: Being bound to you, nobody else can open it, and it's impervious to being cut, though it will vomit out the last thing placed inside if struck. Most notably, it has an unlimited capacity with the following provisos: Things stuffed inside must be able to fit the profile of the sack itself, notwithstanding its being larger on the inside (so within a 3ft/1m diameter sphere), and they can only be things that *don't* belong to you. Whenever you leave a Jump, everything from that Jump will become 'yours' (as possession is 9/10ths of the law) and must be stored elsewhere. If destroyed through fire or magic, everything inside will be destroyed (if nonmagical) or ejected into the Astral Plane.

Noble:

Domain – Free or Discounted for Noble, see below:

As a landholder, it only makes sense that you own land. For 100 CP, you are the mayor of a village or hamlet, ranging from a couple dozen to a few hundred people and their surrounding fields. For 200 CP, you are a lesser vassal of one of the Five Kingdoms, such as a knight or Count: You have a title, a seat at the King's court, and your lands may contain several villages or a couple modestly sized towns, with upwards of a couple thousand people—though these lands are likely poor and underdeveloped, the King having tasked you with their care and development. For 400 CP, you are a high-ranking noble or a member of the royal family, and control either a major city, such as the main port or capitol, or else vast swathes of countryside and their villages and towns, encompassing tens of thousands of souls. For 600 CP, you may take the role of one of the rulers of the Five Kingdoms themselves.

If you decide to rule the Kingdom of Nix, this counts as (and is thus exclusive with) the item of the same name, below, but if you choose anywhere else, you may purchase that item as well to instead give Nix's ability to disappear into the Ethereal Plane to your demesne, with its scheduling set as described in that item.

Signet Ring – 100 CP:

This personal chop is uncontrovertibly yours: Its stamp on missives and parcels verify their origin conclusively, and its presence on your finger makes your true identity

unmistakable. Illusions imitating it, imposters wearing it, and forgeries replicating its seal are obviously fake to even cursory inspection by anyone who's ever seen the genuine article, and should it be lost or destroyed, you'll find it once again in your pocket on the first morning of the next month. While hypothetically valuable, nobody will be willing to purchase it, either out of a sense of honesty or because it's impossible to fence.



Siege Supplies – 200 CP:

Consists of stout, twenty-gallon oak barrels of cheese, hardtack, smoked fish, pickled vegetables, dried fruit, and wine; one-gallon ceramic urns of butter (or lard), honey, and olives; a dozen three-ounce glass bottles containing spices; and a trough of magical mortar which will repair damage to nonliving constructs or structures it's slathered on. Resupplied weekly; you may choose the specific kinds of foodstuffs and change them between resupplies if you wish.

Valiant Steed – 200 CP:

A well-bred and unusually intelligent warhorse, this noble charger is immune to all but supernaturally inflicted fear, skilled in its role in mounted combat, strong and indefatigable compared to others of its kin, and will actively accommodate you and teach you how to ride it should you be unfamiliar with horses. Should it be killed, however, it will take at least a month to find a replacement as prodigal as your previous mount. If you prefer, you can import a previous mount as the Steed, gaining any of these qualities it lacks.

Roc Egg – 300 CP:

A gigantic, mottled green-and-blue egg. If kept warm and tended (rather than being made into the world's largest omelet), it will hatch into a Roc after about a year, an absolutely fucking massive bird of prey, larger and fiercer than some dragons and capable of hoisting adult elephants in its talons with the same ease a smaller raptor would hoist a fish. Will recognize you as its parent and have no qualms about you riding it. You receive only one egg per year, but should you continue to care for them, there's no hard upper limit on the number of Rocs you can hatch.

Crown of Command – 400 CP:

A symbol of your divine mandate to rule, this golden circlet appears more elaborate and impressive the higher your rank and status are. While worn by you and you alone, it grants you the power to, once per day, issue a single command to a single creature you can see and that can understand you, whom the Crown will compel to obey the letter of. This is a magical, mind-altering effect, may be resisted by powerful or hostile creatures, and doesn't prevent people from being really upset with you after they carry out your order.

Circle of Order:



Virtue Veil – 100 CP:

This sheet of holy cloth, while worn, provides resistance to harm from all manner of undead; evil creatures, weapons, and spells; and negative energies, in addition to granting immunity from the supernatural fear that they can inflict.



Sacred Urn – 200 CP:

This small gold vessel, when held or worn around the neck at the point of death, will preserve the essence of its bearer. If the subject is a Basal Golem (transformed or otherwise), its constituent mana will be funneled back to its parent Bloodforge. Otherwise, its soul (if it has one) will be contained within, greatly easing, among other things, its resurrection. Makes a poor soul trap, however, as the souls of powerful adversaries or those with supernatural abilities they can use in a disembodied state can easily escape it, and it can contain only one soul at a time.



Verdant Shield – 200 CP:

Though not spectacular at actually blocking attacks, this buckler grants the holder resistance to the natural weapons and spells of all natural animals and creatures metaphysically aligned with Nature, as well as immunity to their mind-altering effects (such as a Nymph's seductive lure or a Banshee's wail).

Realm of Jumper – 300 CP:

If you aren't a member of the Circle of Order and haven't already done so, choose an element.

The Realm is an area of about 10 square miles that embodies your chosen element, as the volcanic Realm of Fire does for the Lord of Flame, e.g. Can be shaped to suit your whims (though having In My Element greatly increases the speed and precision of these changes). If you purchased a Domain as well, it can reside here (provided it's small enough to fit) or vice-versa. Can be imported or attached to your Warehouse.

Sealing Stones – 600 CP:

Huge blocks of ensorcelled rock that serve as the capstones for the tomb-prisons of the minions of Chaos in the Realm of Tides, as well as their master, Tartyron, in the Realm of Fire. When used to seal a confined space, a Sealing Stone will negate the supernatural

powers and abilities of anyone trapped inside, before placing them in a state of suspended animation. The power of a Stone must be refreshed by your touch and an infusion of mana at least once every century, or it will begin to decay, and the seal will be broken instantly should either the prison itself be breached or the Stone destroyed, immediately restoring the prisoners to an animate and empowered state. Sealing stones are difficult to destroy, essentially being twenty-ton boulders, but aren't particularly resistant to anything capable of destroying twenty-ton boulders. You may deploy one Sealing Stone per year, though they remain in the Jump and location they're placed.

Mage:

Bloodforge – Free for Mages, Discounted for Circle of Order, 400 CP otherwise:

The nexus of your power as a mage, and probably why you're here to begin with. Artifacts of purportedly divine make, these large, flat slabs of magical stone, surfaces rippling with leashed arcane might, soul-bound and bloodthirsty, absorb raw magic and utilize it to extrude fully formed living constructs called Basal Golems. Additionally, Bloodforges act as arcane wells, storing large quantities of mana to be used with other devices or spells, can de-transform Basal Golems near them, empower those that stand on their surfaces, and harm anything not aligned with themselves that touch or hover within a few meters above them.

Bloodforges are indestructible to anything short of direct divine intervention, and being immobile half-ton slabs of rock, must be carried from battlefield to battlefield and affixed to solid ground before they can operate.

Oracle – Free with Bloodforge:

A set of magical stone panels created by the Great Mage, a scholar and philosopher of magical warfare, and given out freely to Bloodforge wielders in order to help them perfect their craft. While flying high above a battlefield to observe the disposition of forces, the Oracle allows swift, precise commands to be magically dispatched to a Mage's troops.

They made lore for the user interface; I don't know what to tell you. Also works for your other minions/followers, but while Companions will receive the orders, they aren't compelled to obey them.

Feather Cloak – 100 CP:

A light garment that enables the user to float and hover effortlessly high in the air; critical for mages to gain a vantage point to assess and command battlefields, but too slow to allow convenient travel.

Weird Wand – 200 CP:



This golden rod allows you to summon a Weird Ward; a rough-hewn disk of obsidian about ten feet in diameter and two thick, which hovers and spins in place, repelling any animate things that approach it, and is essentially indestructible. Good for blocking doorways and chokepoints but can only summon one ward at a time and only works while held in the hand; using it again or letting go of it causes the (previous) Ward to vanish in a puff of smoke.



Teleport Tome – 200 CP:

A piece of alliterative literature that allows you to, for a small amount of mana, teleport to any location that you can see or are intimately familiar with and can easily visualize. Slower than instant transmission powers, but substantially faster than casting teleportation spells yourself. If your Warehouse has some manner of access item requirement, you can use this as that, allowing you to teleport to it as well. Works even if you can't read.

Cauldron – 300 CP:

This massive iron pot—the size of a townhouse—is a cultural artifact of the Kingdom of Nix. Enchanted to be self-heating, it continually boils whatever is placed inside it, which, in the case of the goblins of Nix, is a stew of any vaguely edible animals and plants they can find, and, more recently, human peasants. To a wizard this holds special value, as it converts a creature's essence into mana even as it renders their body into supper—to a Bloodforge mage, even more so, as its presence allows their Basal Golems to transform into the creatures of Nix: Goblins, Harpies, and Enchanters.

Moving this thing is probably going to be a pain in the ass given that it weighs hundreds of tons full, so you might consider importing it or attaching it to your Warehouse instead of trying to lug it around.

Kingdom of Nix – 600 CP:

Not merely a den of monsters, Nix is a bewitched realm, vanishing and remaining hidden in the Ethereal Plane for the majority of the year, only appearing during the harvest season so that its raiders can strike out at the surrounding villages to pillage and take captives as slaves and food. Consists of a palace, small city, and outlying outpost village, grown organically from strange white stone, and the surrounding alien swamp, both twisted unnaturally from staying translated in another plane for so much of the time.

Though you can curb their newfound taste for human flesh if you so desire, the goblins and harpies of Nix operate on a might-makes-right culture, and the strongest, most ambitious, and foolhardiest among them will periodically challenge you (and/or your appointed mayor, and/or your Companions) for control or to be made Companions. Can be imported: At the start of each Jump, you may dictate what conditions cause Nix to

manifest and for how long, though it can still only do so once a year. Can also be attached to your Warehouse (or vice versa), in which case you can manifest the whole thing into your current Jump in the same manner, though this will render your Warehouse vulnerable to intrusion while manifested, barring any other defensive measures you might have.

COMPANIONS:



Import – 50 CP/ea. or 300 CP for 8:

The usual; bring in the gang to raise some hell. Companions get 600 CP to spend but can't take drawbacks or recruit Companions of their own.

Canon – 50 CP/ea.:

Bring along a named character from Blood & Magic of your choice, though many of them are insane, bloodthirsty, and/or stupid. Excludes the Great Mage (who's only interested in watching) and the leader of the Legendary Campaign (who is either unnamed, nonexistent, or (You)). If you choose an adversary from the Legendary Campaign, you may dictate their race, sex, and appearance (as it would be determined randomly otherwise). Most but not all of these will have the Mage origin, complete with Bloodforge and Oracle, and may have other perks. For the princesses of Doegan or Edenvale, see Princess, below.

Shrub Sprite – 50 CP:



A tiny female fae; she's about the size of your palm, making her more or less useless for combat, but is an expert wilderness guide, and her presence allows you to pass through obstructing flora with neither harm nor hindrance.

Princess – 50 CP:

Princesses are for saving, kidnapping, and/or marrying away as political pawns, and the Utter East is no exception. Can be the Princess of Doegan, Roxanna of Edenvale, a previously unmentioned princess from one of the other three kingdoms (who will be a goblin or harpy, in the case of Nix), or the obscure daughter of a lesser noble or merchant house who's still a princess figuratively. Princesses have the Noble origin and 800 CP to spend.

The Princess of Doegan has Domain (Doegan Capitol), Divine Right, Entreaty, Better Part of Valor, Shadow on a Moonless Night, and a Valiant Steed; Princess Roxanna has Domain (Herne's Wood), Divine Right, Master at Arms (Longsword), a Bloodforge and Oracle, and a Feather Cloak.

Guardian – 200 CP:

A 20-foot-tall colossus made of solid, animate bronze, this Guardian of the Hall of Legends is superior to a stone golem in every way, and its fists are wreathed in Archfire, a mysterious element that bypasses conventional immunities to magic and flame. Like most constructs, it must be repaired rather than healed, and though intelligent and obedient, the Guardian is completely mute.

Juggernaut – 300 CP:

The magnum opus of the mad genius artificer Wormskull, crafted to take revenge on the people of Konigheim for years of abuses for his deformed appearance, small stature, and utter lack of social skills, the Juggernaut is essentially an arcane murder unicycle the size of a barn. With the Pearl of Power as its beating heart, ensuring it never needs rest or recharging, it has a flamethrower for one arm, a giant buzzsaw for the other (attached to a retractable line, giving it a range of several meters), a huge, fanged skull for a visage, balances on a massive, spiked roller, and is armored like a tank of wood and steel. Immune to fire and magic, with only the barest hint of sentience, this construct is lured more than controlled, as its only desire is wanton destruction, and it will merrily smash, squash, burn, and eviscerate anything it can reach, friend or foe—although this always seems to exclude you and your Companions.

A spirit or AI Companion can be imported into the Juggernaut's body to give it a proper controlling mind, though this is liable to give them a destructive, anarchic streak.

DRAWBACKS:

Real Harpies, Dammit – +0 CP:

Harpies in Dungeons and Dragons have both arms and back-mounted wings, but if you prefer, you can change them into superior anime harpies: With wings for arms and thumbs incapable of fine manipulation, they must rely on their dexterous talons instead, but are universally cute instead of predominantly hideous. This has no effect on Nixian harpies being blue-skinned nudist cannibals. Includes yourself if you are a harpy.

Wait, How Do I Turn This Thing Off? – +100 CP:

Your genius has a few unfortunate gaps, and you constantly miss small but important details in your plans—like remembering to install an off switch in your berserk superweapon. Make sure to have people watch your back and cover your ass... Unless you forget that too.

Tin Soldiers – +100/200 CP:

Your followers, including any Basal Golems and other derived minions, behave exactly like units in an RTS game; they're all carbon copy clones of one another, and no matter how intelligent they are, they have no initiative whatsoever for the duration of the jump, needing to be directly ordered to do absolutely anything besides attacking enemies that attack them first or get too close.

For an additional 100 CP, this includes janky 90's-era pathfinding, with units ordered to move to the same place often bumping into each other, getting confused and stuck on narrow passageways, overshooting moving enemies they've been ordered to attack, or just refusing to move if they can't find a path.

A Thorn In My Side – +100 CP:

Everywhere you go, great drifts of brambles seem to follow you. They're a constant nuisance to you and your followers, always seem to defensively favor your enemies, and effects that would normally overcome them (such as the ability of Druids and Nymphs to pass freely through natural terrain, or the company of a Shrub Sprite) don't seem to work for you. Even if you burn them down, they just keep coming back, constantly encroaching.

Your Followers Are Under Attack – +100 CP:

Every time Your Followers Are Under Attack, you will receive an audible telepathic message informing you that Your Followers Are Under Attack. You will probably already be aware that Your Followers Are Under Attack, given that you're likely to either be observing or participating in such a combat, and if you're using an Oracle, it will already be providing you text notifications that Your Followers Are Under Attack, making these messages doubly redundant. If you lack in attention span, being incessantly reminded that Your Followers Are Under Attack might be at least somewhat useful, but for the most part, knowing that Your Followers Are Under Attack just becomes incredibly fucking annoying, and you can't quite seem to grow accustomed to hearing that Your Followers Are Under Attack upwards of dozens of times a day.

Hell Hath No Fury – +200 CP:

Furies are simulacra of avenging angels with flaming swords, and, on the fields of the Bloodforge Wars, serve as a cross between guided missile and assassin, rapidly hunting down and butchering a single target with extreme prejudice. If they succeed before their constantly dwindling life force runs out, they transform back into Basal Golems, to be reused or sow further havoc.

Unfortunately, their target is you: You present a great and unspecified enough threat that uninvolved but opportunistic parties will try to merk you with anywhere from 1 to 3 furies at least once a month. Even more unfortunately, being furies, they must be defeated (or outlasted) by you and you alone, as they're immune to any damage or effect that doesn't stem directly from their target, and their swords, while able to be blunted by armor and resisted by magic, will bypass any immunities or effects that would render them completely ineffective.

Call-and-Response – +200 CP:

Some kind of interference is preventing any and all of your communication abilities from working. If you want to send messages or coordinate with allies, you have to do so the old-fashioned way, be it shouting, signal flags, messengers, etc. Hope you packed a bunch of walkie-talkies. If you have an Oracle, this renders it inert and useless for the duration of the Jump.

Type Specialist – +200 CP:

War, Life, Death, Magic, Nature. Pick one; you can only utilize or associate with entities of the chosen archetype and can only use the associated mystical site. (Most unaffiliated humanoids fall under War, while most beasts and animals fall under Nature). If you took Site of Power, this may be your own archetype instead.

Blackout – +200 CP (Requires Bloodforge):

Your Bloodforge is defective; neither it nor its Basal Golems can collect mana. You'll have to rely on your own reserves, Mana Orbs, or God forbid, living flesh-and-blood soldiers to fuel your army.

Proletariat Revolution – +300 CP:

You are friend of the peasants of the Utter East. Unfortunately, with friends like these, who needs enemies? Untrained ordinary humans with farm tools are laughably weak compared to almost anything a mage can conjure up, and yet these mobs of hooligans keep picking losing battles and dragging you into them as their declarative leader; nothing you can do will run them off, and their numbers are inexhaustible only when it comes to making trouble for you. Worse, if you possess a Bloodforge, your Basal Golems can only transform into the most basic troops (Warriors, Clerics, Zombies, Wizards, and Druids) to try to back them up.

Grim Leaders - +300 CP:

What they lack in real magical power, opposing mages now make up for in tactical acumen: Not only will they operate like competent human opponents, scaling and protecting their basal golem mana farms to reliably churn out units, but cheese strategies like drift disc rangers, mass harpies, mass wraiths, or unbreakable paladins/golems are no longer completely reliable, as opposing generals will be swift to spot them and equally swift in reaction, retooling their mystical sites as necessary to counter you. Additionally, they'll put significantly more pressure on battlefield objectives, using air and hover units as necessary to circumvent sieges if they can't outright employ their own cheese tactics, and will viciously exploit any advantage they can seize. Out-of-context powers or followers may catch one opponent flat-footed... but expect the next to factor them into their strategy. You're playing on hard mode now.

Plague of Fiends – +400 CP:

Unbeknownst to everyone in the Utter East, the magical resonance of the Bloodforges is disruptive to the ancient seals beneath the realm, and rapidly wearing them away: Shortly following the final unification of the Five Kingdoms by the leader of the Legendary Campaign and their disappearance into the Hall of Legends, the whole region, battered, exhausted, and disarmed as it is, will be swarmed by antediluvian armies of demons and undead abominations, helpless to the slaughter. Out of desperation, emissaries will be dispatched to beg for foreign aid. Unfortunately, they'll get it.

Within a few months of the Plague of Fiends erupting, Grand Caliph Arash bint Sanjar of Zakhara will arrive with his armada, declare the whole region lost to heathens and demons, and land his armies for a full-scale razing and extermination of every living and unliving thing in the Utter East, functionally annihilating the region and leaving a barren wasteland, ruins, and a handful of Mar survivors in his wake to scrape out a living and slowly rebuild over the coming centuries.

Why does this matter? Because you arrive at the end of the Bloodforge Wars, rather than the beginning, only three weeks before the seals finally collapse.

SCENARIOS:



Jumper Unbound:

Like Tartyron, the Lord of Chaos, would have been, you have been sealed away for your crimes (real or imagined) by the Circle of Order, a triad of demigods of Law, in a magical prison in the heart of the Realm of Fire. Fortunately, after an interminable period that you only have vague false memories of, the Lord of Flame's security has become lax, and you've been able to use your spirit to commandeer a Bloodforge in a bid for escape.

Your objective is to defeat each of the Circle of Order: The Lord of Flame, the Lord of Lands, and the Lady of Tides, in each of their respective Realms, as Tartyron would have, alongside any additional mages they might enlist to help. Unlike the Lord of Chaos, however, until you can fully break your seal, you will be robbed of your form, losing access to all of your items and all abilities that require, manifest, or emulate a physical body. Any Companions you purchase are similarly disembodied; if they've purchased a Bloodforge of their own, they may use it to assist you; those who don't may possess your followers like ghosts. The Circle of Order will always field as many Bloodforge mages as you do.

Should you succeed, you may keep your Bloodforge and Oracle for free, and you gain the ability of True Freedom: Once a year, you may pass through any obstacle, slip free of any bondage, escape any prison, contract, or slavery, or become immune to any single effect that would rob you of your freedom of movement, regardless of their supernatural strength.



Legendary Campaign:

Blood & Magic consists of five short, self-contained story campaigns, followed by one long campaign: The Legendary campaign, where (You) must conquer the entire realm, map-by-map, against random opponents who've taken up residence sometime in the aftermath of those stories. Ultimately, once you've unified the Utter East, you ascend to the mountaintop entrance to the Hall of Legends, defeating both a rival of equal power and the Hall's own formidable magical defenses and defenders in order to gain entrance and stand among the Immortals for all time as a demigod.

Now do it for real. Within your term here, you must subjugate the entirety of the region, including all of its multitudinous warlords, mage and otherwise. If and when you do, you must complete at least one of two tasks: Save the realm or become a Legend.

In the case of the former, the Plague of Fiends will begin in the year 657, being either the start of your 10th year, or almost immediately if you took the drawback of the same name. Exterminate or re-seal the army of demons and undead abominations, and either avoid attracting the notice of the Zakharan crusaders or drive them off of your shores. Expect at least a hundred thousand of each. If at least one of the Five Kingdoms remains standing by the end, you will have achieved victory.

Alternately, you may ascend the mountains to accept your invitation to the Hall of Legends to take your place among the Immortals; There, as in the game, you'll face a grueling battle against both an equally matched Great Mage and the Hall's defenders, both Basal and Guardian. Sensing your potential and wishing to test your mettle, the Immortals will side with your opponent, and for each previous Jump you've visited, the Well of Immortals will be able to conjure a simulacrum of an enemy from that Jump to supplement their armies.

If you have the time to spare, you may attempt both objectives, even if you fail the first, but you must complete at least one objective to gain any rewards; if you fail both, you fail the Jump, able to continue on but retaining nothing but a sense of deep and abiding shame.

If you succeed in saving the realm: You may take the entire realm of the Five Kingdoms of the Utter East and its people with you, sans underground demon prisons; it can be attached to your Warehouse or inserted onto any appropriate coastline in future Jumps. If you spent CP on any land claim items, this CP is refunded and may be re-spent.

If you succeed in entering the Hall of Legends: You become an Immortal. You no longer age or require food, water, or sleep, and once per Jump (or 10 years post-Chain), you may evade certain death. You are classified as a divine being for all intents and purposes, and if you have spellcasting ability (such as from Real Ultimate Power), you become capable of casting all spells known to the Forgotten Realms.

If you succeed in both challenges: Your *legend* becomes immortal. For this and each future Jump, your tale will be faithfully passed down from generation to generation in that world, even as a footnote in history should you do nothing noteworthy during your tenure. Additionally, you are immune to supernatural effects that would attempt to undo your existence by deleting you from time, erasing your history, or destroying your legend.

THE END

A winrar is you! All drawbacks afflicting you end, and assuming you didn't die, you can choose one of the following options:

REMAIN

The Plague of Fiends may or may not have just completely ruined the region, but sticking around will let you be involved with rebuilding it, or conquering it if you didn't already. Alternatively, you can leave the Utter East behind and explore the rest of the Forgotten Realms setting, though much of it that you may be familiar with won't happen for another 700 years or so. Time resumes in all of the worlds you've previously visited, you become a missing person in your home world, and your Chain ends here.

GATHER YOUR PARTY BEFORE VENTURING FORTH

Pack up and continue on to your next Jump, wherever in the Multiverse that lands you, older, wiser, and better-armed than you were before.

RETIRE

Return to your original home world. Time resumes in all of the Jumps you've previously visited, and your Chain ends here. If you die (permanently, not somehow being raised or resurrected by the end of the Jump), you take this option by default.

NOTES/CHANGELOG:



UNITS: The five structures and their respective units are:

-Arbor Lodge (Nature, dedicated to Chauntea):

	4 ATTACK 1 RANGE 2 DEFENSE 3 MOVE 25 HIT PTS	TRAITS PARTIAL PROTECTION FROM ATTACKS BY CREATURES OF NATURE IMMUNE TO LURE AND HAIL SPELLS FREE MOVEMENT IN BRAMBLES, FOLIAGE, MARSHES, AND ROUGH LAND +1 DEFENSE IN BRAMBLES AND MARSHES
DRUID *TRANSFORM BASAL GOLEM AT ARBOR LODGE	DESCRIPTION BEASTIAL NATURE ZEALOT	
SPELL: NONE		

	4 ATTACK	TRAITS ATTACKS WITH BOW FROM A DISTANCE FREE MOVEMENT IN BRAMBLES, FOLIAGE, MARSH, AND ROUGH LAND
	3 RANGE	
2 DEFENSE		
3 MOVE		
25 HIT PTS		
RANGER	* TRANSFORM BASAL GOLEM AT ARBOR LODGE OR BARRACKS	
DESCRIPTION SKILLED WOODLAND HUNTER		
SPELL: NONE		

	5 ATTACK	TRAITS CAN NOT CARRY ITEMS IMMUNE TO NET AND WAIL SPELLS FREE MOVEMENT OVER ALL TERRAINS
	1 RANGE	
	3 DEFENSE	
	2 MOVE	
	35 HIT PTS	
GOLEM	* TRANSFORM BASAL GOLEM AT ARBOR LODGE	
DESCRIPTION FANTASTIC MULTIFORM PREDATOR		
SPELL: NONE		

	1 ATTACK	TRAITS CAN NOT BE ATTACKED BY CREATURES THAT ARE LURED PARTIAL PROTECTION FROM ATTACKS BY CREATURES OF NATURE IMMUNE TO CONVERT, LURE AND WAIL SPELLS FREE MOVEMENT IN ALL TERRAINS EXCEPT CHASM, HIGH FOLIAGE, OBSTRUCTION, AND RUINS +1 DEFENSE IN BRAMBLES, MARSHES AND SWAMPS
	1 RANGE	
	1 DEFENSE	
	3 MOVE	
	20 HIT PTS	
NYPH	* TRANSFORM BASAL GOLEM AT ARBOR LODGE	
DESCRIPTION SEDUCTIVE NATURE SPRITE		
SPELL: LURE (10 MANA) PERSUADES CIVILIZED CREATURES WITHIN RANGE 5 TO FOLLOW HER FOR A SHORT DURATION		

NOTE: Lured units are only prevented from attacking the luring Nymph but are also befuddled and uncontrollable; a lured Wizard will shoot at anything that comes too close, but will just stand there and eat shit from a Ranger (who outranges him). Also note that if the Nymph attacks a lured unit, the charm is instantly broken.

-Barracks (War, dedicated to Tempus):



5 ATTACK
1 RANGE
3 DEFENSE
3 MOVE
25 HIT PTS

TRAITS
NONE

WARRIOR

✦ TRANSFORM BASAL GOLEM
AT BARRACKS

DESCRIPTION

RUGGED COMBAT VETERAN

SPELL: NONE



4 ATTACK
3 RANGE
2 DEFENSE
3 MOVE
25 HIT PTS

TRAITS

ATTACKS WITH BOW FROM A
DISTANCE

FREE MOVEMENT IN BRAMBLES,
FOLIAGE, MARSH, AND ROUGH
LAND

RANGER

✦ TRANSFORM BASAL GOLEM
AT ARBOR LODGE OR
BARRACKS

DESCRIPTION

SKILLED WOODLAND HUNTER

SPELL: NONE



5 ATTACK
1 RANGE
4 DEFENSE
2 MOVE
30 HIT PTS

TRAITS

PARTIAL PROTECTION FROM
ATTACKS BY EVIL CREATURES

IMMUNE TO WRAITH FEAR

PALADIN

✦ TRANSFORM BASAL GOLEM
AT TEMPLE OR BARRACKS

DESCRIPTION

NOBLE HEALER-CAUSADER

SPELL: HEAL (10 MANA)
RESTORES 5 HIT POINTS TO A
FLESH AND BLOOD CREATURE

	4 ATTACK 3 RANGE 3 DEFENSE 2 MOVE 30 HIT PTS	TRAITS HURLS SPEARS FROM A DISTANCE IMMUNE TO FEAR SPELL FREE MOVEMENT IN MARSHES AND SWAMPS +1 DEFENSE IN MARSHES AND SWAMPS
Goblin *CAULDRON OWNER TRANSFORMS BASAL GOLEM AT BARRACKS		
DESCRIPTION DARK REALM RAIDER		
SPELL: NONE		

-Crypt (Death, dedicated to Myrkul):

	5 ATTACK 1 RANGE 2 DEFENSE 2 MOVE 25 HIT PTS	TRAITS PARTIAL PROTECTION FROM ALL ATTACKS EXCEPT BY CLERICS, FURIES, PALADINS, AND WIZARDS IMMUNE TO BOAR BURGER AND HEALING SALVE IMMUNE TO FEAR AND HEAL SPELLS FREE MOVEMENT IN MARSHES AND SWAMPS +1 DEFENSE IN MARSHES AND SWAMPS
Zombie *TRANSFORM BASAL GOLEM AT CRYPT		
DESCRIPTION DREADFUL UNDEAD WARRIOR		
SPELL: NONE		

	4 ATTACK 1 RANGE 2 DEFENSE 3 MOVE 25 HIT PTS	TRAITS IMMUNE TO FEAR AND NET SPELLS FREE MOVEMENT OVER ALL TERRAINS
Gargoyle *TRANSFORM BASAL GOLEM AT CRYPT		
DESCRIPTION LURKING HUMANOID DEMON		
SPELL: NONE		

	3 ATTACK 1 RANGE 2 DEFENSE 2 MOVE 25 HIT PTS	TRAITS CAN NOT CARRY ANY ITEMS EXCEPT NET IMMUNE TO FEAR, NET AND STEAL SPELLS FREE MOVEMENT OVER ALL TERRAINS
HARPY † CAULDRON OWNER TRANSFORMS BASAL GOLEM AT CRYPT		
DESCRIPTION MERCILESS VULTURINE HUNTRESS SPELL: NET (20 MANA) GATHERS A NON-FLYING CREATURE IN A MAGICAL NET, WHICH HARPY CARRIES		

NOTE: If you have a Cauldron, Harpies *replace* Gargoyles, which can be inconvenient (if you need to move items over impassable terrain, for instance).

	3 ATTACK 1 RANGE 2 DEFENSE 3 MOVE 25 HIT PTS	TRAITS REGAINS HIT POINTS BY ATTACKING FLESH AND BLOOD CREATURES IMMUNE TO HEALING SALVE IMMUNE TO FEAR AND HEAL SPELLS FREE MOVEMENT IN MARSHES AND SWAMPS +1 DEFENSE IN MARSHES AND SWAMPS
GHOU † TRANSFORM BASAL GOLEM AT CRYPT		
DESCRIPTION FLESH-EATING FIEND SPELL: NONE		


	3 ATTACK 1 RANGE 1 DEFENSE 2 MOVE 20 HIT PTS	TRAITS IMMUNE TO BOAR BURGER AND HEALING SALVE IMMUNE TO FEAR AND HEAL SPELLS IMMUNE TO ALL ATTACKS EXCEPT BY CLERICS, FURIES, PALADINS, WIZARDS, AND WRAITHS FREE MOVEMENT IN ALL TERRAINS EXCEPT CHASM, HIGH FOLIAGE AND OBSTRUCTION
WRAITH † TRANSFORM BASAL GOLEM AT CRYPT		
DESCRIPTION FLOATING PHANTOM REAPER SPELL: FEAR (10 MANA) FRIGHTENS CREATURES WITHIN RANGE 5, CAUSING THEM TO FLEE FOR A SHORT DURATION		

NOTE: Wraiths can be damaged by fire (unless wearing a Frost Cape), and are also vulnerable to Guardians, being run over by the Juggernaut, and being netted and thrown into chasms by Harpies.

-Runestone (Magic, dedicated to Mystra):

	2 ATTACK 2 RANGE 1 DEFENSE 3 MOVE 25 HIT PTS	TRAITS ATTACKS WITH LIGHTNING DART, WHICH IGNORES DEFENSIVE VALUE IMMUNE TO STORM BRACERS
WIZARD ♣ TRANSFORM BASAL GOLEM AT RUNESTONE		
DESCRIPTION ELECTRIFYING ARCHAIC PRACTITIONER SPELL: NONE		

	3 ATTACK 1 RANGE 2 DEFENSE 3 MOVE 20 HIT PTS	TRAITS PARTIAL PROTECTION FROM ATTACKS BY STONE GOLEMS FREE MOVEMENT IN RUINS AND ON STRUCTURES +1 DEFENSE IN RUINS AND ON STRUCTURES
GNOME ♣ TRANSFORM BASAL GOLEM AT RUNESTONE		
DESCRIPTION IMPISH ARTIFICER SPELL: REPAIR (5 MANA) RESTORES 5 HIT POINTS TO A STRUCTURE OR CONSTRUCTED CREATURE		


	6 ATTACK 1 RANGE 5 DEFENSE 1 MOVE 35 HIT PTS	TRAITS MAY BE REPAIRED LIKE A STRUCTURE PARTIAL PROTECTION FROM ALL ATTACKS EXCEPT BY WIZARDS AND GNOMES IMMUNE TO BERSERKER BREW, BOAR BURGER AND HEALING SALVE IMMUNE TO HEAL, NET AND VENOM SPELLS FREE MOVEMENT IN ALL TERRAINS EXCEPT CHASM, HIGH FOLIAGE, OBSTRUCTION, AND WATER
STONE GOLEM ♣ TRANSFORM BASAL GOLEM AT RUNESTONE		
DESCRIPTION MONOLITHIC STONE ENTITY SPELL: NONE		

	4 ATTACK 1 RANGE 3 DEFENSE 2 MOVE 30 HIT PTS	TRAITS SPITS FIREBALL OUT TO RANGE 2 IMMUNE TO FLAME SPELL IMMUNE TO FLAME SPOUTS AND FIRE CAN NOT CARRY ITEMS FREE MOVEMENT OVER ALL TERRAINS
	LYSEN + TRANSFORM BASAL GOLEM AT RUNESTONE	DESCRIPTION FIRE-BREATHING SERPENT SPELL: FLAME (5 MANA) SPITS BALL OF FIRE AT TARGET, IGNITING THE IMMEDIATE AREA

NOTE: Flame does about 12 damage, at about 3 ticks/attack, assuming the enemy stands in the fire for the full duration. Can also be used to destroy inconvenient foliage.

-Temple (Life, dedicated to Lathander):

	2 ATTACK 1 RANGE 1 DEFENSE 3 MOVE 25 HIT PTS	TRAITS PARTIAL PROTECTION FROM ATTACKS BY EVIL CREATURES IMMUNE TO FEAR SPELL
	CLERIC + TRANSFORM BASAL GOLEM AT TEMPLE	DESCRIPTION VIRTUOUS HEALER SPELL: HEAL (5 MANA) RESTORES 5 HIT POINTS TO A FLESH AND BLOOD CREATURE

	6 ATTACK 1 RANGE 3 DEFENSE 4 MOVE 40 HIT PTS	TRAITS GRADUALLY LOSES LIFE CAN ONLY BE ORDERED TO ATTACK 1 CREATURE, AND REVERTS INTO BASAL GOLEM WHEN TARGET DIES IMMUNE TO BERSERKER BREW, BOAR BURGER AND HEALING SALVE IMMUNE TO ALL SPELLS EXCEPT STEAL AND FLAME IMMUNE TO ALL ATTACKS EXCEPT BY FURIES AND TARGET CREATURE FREE MOVEMENT OVER ALL TERRAINS
	FURY + TRANSFORM BASAL GOLEM AT TEMPLE	DESCRIPTION RAGING ANGEL OF VENGEANCE SPELL: NONE

	5 ATTACK	TRAITS PARTIAL PROTECTION FROM ATTACKS BY EVIL CREATURES IMMUNE TO WRAITH FEAR
	1 RANGE	
	4 DEFENSE	
	2 MOVE	
	30 HIT PTS	
PALADIN		
+ TRANSFORM BASAL GOLEM AT TEMPLE OR BARRACKS		
DESCRIPTION NOBLE HEALER-CAUSADER		
SPELL: HEAL (10 MANA) RESTORES 5 HIT POINTS TO A FLESH AND BLOOD CREATURE		

	2 ATTACK	TRAITS CAN ONLY CONVERT CREATURES THAT FOLLOW THE ENEMY IMMUNE TO CONVERT, FEAR AND LURE SPELLS
	1 RANGE	
	1 DEFENSE	
	3 MOVE	
	20 HIT PTS	
ENCHANTER		
+ CAULDRON OWNER TRANSFORMS BASAL GOLEM AT TEMPLE		
DESCRIPTION MISCHIEVOUS BEFUDDLING DEVIL		
SPELL: CONVERT (60 MANA) TRANSFORMS AN ENEMY FOLLOWER INTO A FRIENDLY FOLLOWER, AND TARGET LOSES HALF OF ITS HIT POINTS		

NOTE: Convert as described here works slightly differently from the Convert spell given by the Wololo perk.

BASAL GOLEMS: Basal Golems are weird. In their base and obelisk forms, they're classified as intelligent living constructs, but when they transform, they're classified as whatever their new form is instead—Warriors are functionally identical to regular humans, Zombies can't be healed and are weak to holy magic, and Stone Golems are nonliving constructs, for example. The main distinguishing factors are their universal slavish loyalty (unless mind-controlled), fearlessness (unless afflicted with supernatural fear, save those immune to it), and ability to revert back into Basal Golems at their parent Bloodforge. Basal Breaker lets you pick out subtler, more esoteric tells, even if their master/programming is directly ordering them to act natural.

If you are a Basal Golem, you can utilize your own mystical site from Site of Power, assuming you aren't already a divinity. If you ever transform yourself into a Fury, you *must* kill your chosen target (or have it die from some other means, like drowning or self-destructing) before your life force runs out, or you *will* die; succeeding or expending a 1up will turn you back into your base Basal Golem form.

MYSTICAL SITES: You don't start with any of these, but they're pretty easy to construct; given a properly prepared foundation, four Basal Golems in obelisk form can (permanently) merge together to form one. Though they're implicitly religious, they function by channeling their respective energies (Nature, War, Death, Magic, Life), so in future Jumps you can rededicate them to appropriate new gods, or just secure/provide such energy flows yourself. In Magic terms, the Temple and its related followers are White, the Runestone is Blue, the Crypt is Black, the Barracks is Red, and the Arbor Lodge is Green.

HEALING: Just in case I use 'construct' and 'living construct' too interchangeably, here's a summary of what works on what:

Can be healed normally (living): Basal Golem, Druid, Ranger, Griffin, Nymph, Warrior, Paladin, Goblin, Gargoyle, Harpy, Wizard, Gnome, Dragon, Cleric, Enchanter

Can't be healed by anything: Zombie, Wraith, Fury, anything that imbibes a Berserker Brew

Can be healed by some things: Ghoul (attacking living things or eating Boar Burgers), Stone Golem (repaired), Guardian (repaired), Juggernaut (repaired)

Wraithform doesn't affect your ability to be healed unless you're actually (in the form of an) undead, a Fury, or a (nonliving) construct.

JUMPER UNBOUND:

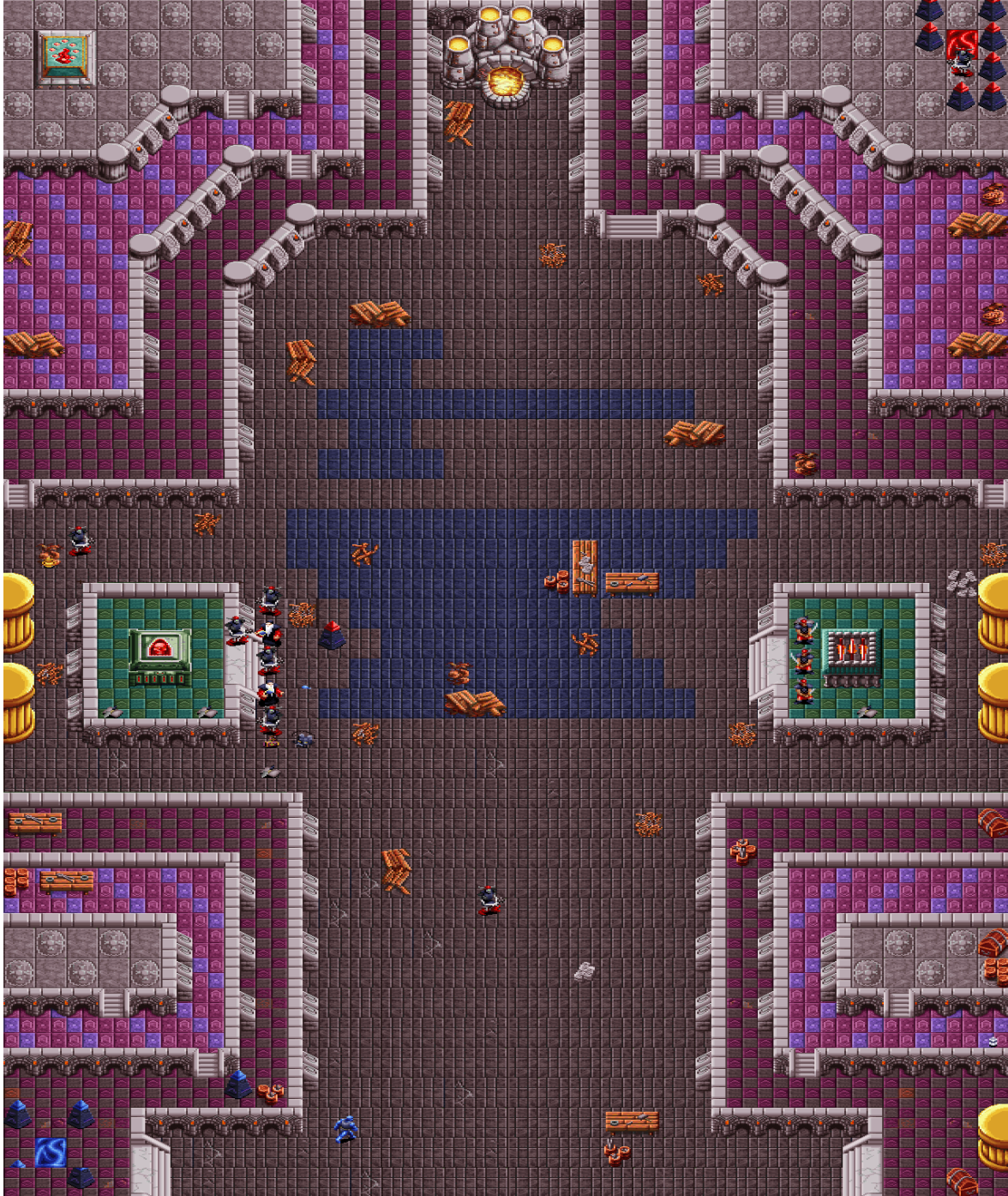
Because this scenario robs you of your physical body, some drawbacks affect you slightly differently.

-If you take Hell Hath No Fury: Furies will instead target followers your Companions posses or that are critical to your strategy in order to provide the greatest possible obstacle to your bid for freedom.

-If you take Call-and-Response: You have no way to communicate with or command your allies at all, other than directing your Bloodforge to create Basal Golems. This will make the scenario extremely difficult, if not impossible, and will require your Companions, if any, to formulate strategies and lead your combined forces on your behalf in order to free you.

HALL OF WONDERS:

For no particular reason, other than perhaps masochism, I decided to stitch together a bunch of screenshots in order to show off the whole thing (though many of the workbenches and stockpiles have been broken in the fighting). Ignore weirdly cut off units; these are artifacting from taking screenshots with the game unpaused.



Presumably, the main hall extends slightly beyond the outer bounds of the map.

Q&A:

>Which mystical site is the strongest?

It depends. At the beginning of a campaign, before any units are researched: Barracks and Crypt are the strongest, having the best baseline infantry, while Runestone and Temple are the weakest, because Wizards need support to be effective and Clerics suck

dick at fighting, being healbots. Late game, with everything researched, Runestone is probably the strongest with the Crypt in second place, though Nymphs, Enchanters, and Paladins can all be situationally OP; the Arbor Lodge is probably the weakest overall, since Druids and Griffons are kind of mid and it has no answer to Wraiths other than trying to keep them permanently locked down with Lure.

>How quickly can a Bloodforge produce Basal Golems, given a hypothetically infinite supply of magical energy?

As quickly as you can march them off of it; Basal Golems are extruded from the Bloodforge's surface, so it can't create one if there's something already occupying that space (like another golem).

>Can't I just hide my Bloodforge in a fortress and pump out Basal Golems from there instead of carrying it to battlefields?

In theory, but in practice this would make managing your army a gigantic pain in the ass for any contemporary mage; you'd need a flight spell/power, at least, just to move back and forth between commanding your fighting forces and your reinforcement columns. Since your Bloodforge is also your primary mana storage, you'd also need some separate form of storage for it on location in order to allow your frontline forces to use spells, spell-like abilities, and magic items.

>If I'm a member of the Circle of Order or take elemental abilities, can my element be something abstract like sound or negative energy?

As long as you can properly visualize it, sure. Tartyron was the Lord of Chaos, until the Circle of Order remembered that Chaos was actually the *opposite* of Order and kicked him out (also because he kept pranking people).

>How strong is the elemental control from In My Element?

Don't tell anyone, but it's just Bending, except that it's of a magical nature instead of a spiritual one, so it'll be affected normally by effects that affect magic.

>I want to waifu a Basal Golem (via The Good Old Days).

Imminently possible. When created/transformed, you can determine the appearance and personality of a Basal Golem (should you care to do so rather than just mass-producing clones). They don't have souls (except you, if you are one), but this can be fixed on an individual basis by importing her as a Companion in your next Jump.

>I drank a Berserker Brew, which says I'm immune to all attacks, but I took Hell Hath No Fury, which says that the furies ignore damage immunities. Which is it?

Normally, the Brew would make you immune to the attacks even of Furies. Disadvantages take priority, however, so the Furies from HHNF are quantifiably different in some way and can still harm you—you can intuitively tell which is which, if you're attacked by both kinds.

>What happens if I wear both a Bandit's Cloak and a Signet Ring?

Your identity will be concealed unless and until you show someone the ring, at which point its effect will overpower the Cloak's until you conceal it again.

>Can I use a Weird Wand as a Harpy if I turned the toggle on?

Yes, your talons count as hands for all practical purposes.

>Can I take the Pearl of Power and the Juggernaut, then dismantle the latter to get the second Pearl that's powering it?

That's cheesy, so no. Besides, Juggernaut is best girl.

>How tough is the Juggernaut, actually?

Very.



Rolling over creatures is an instant kill, even for Wraiths and Stone Golems.

>How weak are peasants, actually?

Very.



Pretty much the only unit that a peasant beats mano a mano is a nymph unless he gets items or has a terrain advantage.

>If I get entangled in a Bloodforge battle, is there anything stopping me from just assassinating the enemy mage?

Only the fact that they'll be observing the battle from hundreds of feet in the air, and any armor or personal defenses/magics they may have. It's considered incredibly unsporting, though, and gaining a reputation for it will quickly cause them to band together to try to take you down. The Hell Hath No Fury drawback is an exception to this taboo, somehow.

>Can I fight the Plague of Fiends or enter the Hall of Legends even if I don't take the drawback or scenario?

I use 'a decade of conflict' for expressive purposes, but the Bloodforge Wars are actually 9 years long, with the Plague occurring in the 10th, so everyone actually has to deal with at least a little bit of it, even if they just run like hell. Also, I hadn't checked this when I was writing up the section, but the Zakharans complete their absolute devastation of the Utter East in only 4 months (give or take), despite it being overrun by demons and undead abominations, if that gives you an idea of the scale of their invasion.

You can challenge the Hall of Legends as long as you've unified the region in order to become a legendary Immortal, but the status won't follow you to subsequent jumps unless you take the scenario.

>Can't I just hide in Nix?

It's not a bad plan, but the Zakharans land in May and complete their work 'by autumn' before Nix would normally appear for the harvest season. This seems to imply that either the demons or Zakharan war mages are capable of defeating its Ethereal defenses.

>How does True Freedom interact with Sealing Stones?

This shouldn't be an issue under normal circumstances since you get it after you finish the Jump, but assuming hypothetically that the Circle of Order throws you in gay baby jail afterwards, or someone turns your own Sealing Stones against you: The effect of the Stone won't actually occur until it fully seals the entrance (giving you a chance to escape if they haven't properly subdued you). Once it does, assuming you haven't expended your charge of True Freedom before it happens, you'll retain a vague sliver of metatextual awareness that allows you to activate it at any time, freeing you from both the suspended animation and power-negating effects. You'll still be trapped in the physical prison, however, and it won't affect anyone else in there with you. If the ability is on cooldown when you're sealed, it affects you as normal, forcing you to either rely on external help or wait for the seal to lapse.

>Won't the spells given to me by becoming an Immortal let me travel between dimensions?

There's the Multiverse, and then there's the *Local* Multiverse, which consists of all of the planes, side- and pocket-dimensions, alternate realities, and alternate timelines specific to your current Jump. Godlike spellcasting might let you traverse these, but no power will let you access the totality of the Multiverse until you complete your Chain by earning your Planeswalker Spark.

>Something something Necrium

I don't know a single goddamn thing about Terra Hypnagogia, but to the best of my understanding, Necrium qualifies as a form of negative energy, so the Virtue Veil will give you some level of resistance to (specifically) damage from related entities and effects and protect you from (specifically) mind-altering fear it might afflict. This is not a surefire defense, however; it's a magical item made by mortal hands to protect against demons and undead, not malevolent gods and Lovecraftian nightmares.

You could probably boil a Necrium entity in your Cauldron, if it's small enough to fit, but this probably ends incredibly poorly for everyone involved.

Convert (via Wololo) could hypothetically work, but it would require you to be more powerful than the commanding Viralborgian (in the case of lesser entities) or Viralborgia itself (in the case of Viralborgians).

>I'm interested in playing this for myself. How do I set it up?

INSTALLING BLOOD & MAGIC (WINDOWS)

With both TSR and Tachyon Studios being long dead and buried, Blood & Magic is abandonware. If you'd like to experience the game for yourself:

-Look up Blood & Magic on myabandonware, since legitimate discs no longer function on modern systems and the game runs like asscheeks on the Win98 emulator I tried it on

-Download and install Ra7ven's Installer for Windows

-Running the .exe provided will run a DOSBox client with macros to automatically mount and run the game, but don't do that yet;

-Run the DOSBox client from the DOSBox folder

-In the command line, enter *mount c: "filepath"* where filepath is the install directory for Blood & Magic. Include quotes.

-Once the virtual drive is mounted, enter *c:* to navigate to it

-Enter *sndsetup.bat* to run the sound configuration batch file; it won't run outside of DOS

-In *sndsetup*, you'll see settings for a digital sound driver and a MIDI driver; the former operates the SFX, while the latter operates the BGM, but isn't configured by default

-Select a MIDI driver; Microsoft Sound System should work on any modern system, but test it after selecting it to ensure you can hear sound; if it doesn't work, poke around until you find something that does

-OK, OK to exit sndsetup, then run the game via the provided .exe

-Have fun!

Essential DOSBox keybinds: Alt+Enter to toggle fullscreen mode, Ctrl+F10 to release emulator cursor capture.

A couple game tips:

-Instead of using the button to harvest mana from Obelisks, just select one and right-click on it; you'll quickly develop a rhythm for running your mana farm (6-7 Basal Golems is generally sufficient)

-Right-clicking also issues move/attack orders, so you only need the move button for positioning fliers/gnomes on enemy buildings and the attack button for targeting neutral units/structures.

-If one of your units is about to die, selecting it and clicking the button that looks like a skeleton will self-destruct it, refunding part of its mana. Alternately, if it's a unit that can't be healed, you can move it back to your Bloodforge, devolve it back into a Basal Golem, and reuse it. Transforming fully heals units.

-When choosing a mage, the blue side is usually the more difficult, while red is usually the more based. A notable exception is *Nuts and Bolts*, where Wormskull the Artificer is the red side, but has a *brutal* first level.

-To unlock the Legendary Campaign (referred to as the Random Campaign ingame), complete Harvest of Horrors (as either side)

>But I have Mac/Linux!

Well, I don't, so you'll have to figure it out yourself.

>It didn't work/I can't hear any music!

You did it wrong, re-read the instructions and try again.

>Does two-player mode work?

I have no idea how DOSBox handles networking, so I have no idea, but I'd be interested in finding out; if you experiment with it, post in the /tg/ thread and let me know. You might have to forward ports.

CHANGELOG:

V1.1: -Removed redundant clauses from Scenario Rewards, added notes/changelog section

V1.1.1: -Added more notes, fixed some typos/mistakes

V1.2: -Expanded Origins from two to five; added new perks and items as appropriate

-Dropped the price of Artificer and Basal Breaker to better fit them into their new perk tree

-Father of Battle moved from Mage to one of the new origins

-Clarified Drop-Ins

-Clarified that the Hall of Wonder is a land claim

-Added a toggle to TGOD

-Added the Shrub Sprite Companion

-Remembered that the Juggernaut is immune to magic and fire; bumped its cost up accordingly

-Added a toggle and a drawback to Drawbacks

-Tweaked the phrasing of a few things and added several notes

-Added a bunch more images

V1.2.1 -Fixed a typo

-Correctly formatted The End section

-Tweaked the Legendary Campaign scenario, knowing what Immortals actually are now

-Added a couple more notes

V1.2.2 -Added clarification on some drawback/scenario interactions

-Cleaned up some obsolete language that I missed

-Further adjusted The Good Old Days perk to make it more accommodating

-Made the Realm of Jumper a bit smaller so it'd make more sense in context, and clarified it being a land claim.

V1.2.3 -*Finished* cleaning up obsolete language

-Rebalanced Wololo and Real Ultimate Power given the context of the reward for the Legendary Campaign scenario

V1.2.4 -Various minor tweaks to improve clarity and readability

-Added a note on just murdering opposing mages

-Reverted the price hike to the Juggernaut and dropped the price of Harpy, as they seemed overcosted

- Lowered the cooldown on the Valiant Steed
 - Unified elemental abilities, clarifying how they work for non-CoO and making Realm of Jumper no longer CoO-exclusive
 - Made Siege Supplies and Jumper the Bold a bit more versatile
 - Boar Burgers are now 1/day
- V1.3: -Minor edit to the title card, BROTHER
- Ongoing hunting down of typos
 - Clarified that Basal Breaker doesn't only apply to Basal Golems
 - Buffed Stop & Frisk (and made its utility more obvious)
 - Minor tweaks to A Plague Upon Your House, Divine Right, Old Stone Keep, Bog Boots, Teleport Tome, and Juggernaut entries
 - Extended the detection radius of Guards And Wards
 - Granularized TGOD further
 - Site of Power is no longer a one-shot decision
 - Removed ambiguity from Real Ultimate Power and made it less redundant for max level mages
 - Added Berserker Brew and Compendium as non-origin Items
 - Reduced the cooldown on Roc Egg
 - Removed Harpy companion
 - Added Princess companion (which can still be a harpy)
 - Juggernaut-chan no longer attacks other Companions
 - Added an option to Tin Soldiers for additional CP
 - Added Grim Leaders drawback
 - Added a bunch of images to Notes, especially to detail more specifically the attributes and abilities of units
 - Corrected Charm -> Lure re: Nymph's ability
 - Shuffled around Q&A a bit; added/tweaked/removed a few entries
- V1.3.1: -Clarified how the Compendium works post-Jump
- Added the Installing Blood & Magic subsection to Notes/Changelog section