

Quest for Glory 1: So, You Want To Be A Hero?

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*Comes a hero from the east, Free the man within the beast,
Bring the child out of the band, Drive the curser from the land.*

Thus says the prophecy of the Hero of Spielburg. Will that hero be you? Perhaps. In any case, you're about to spend ten years in the world of Gloriana.

The barony of Spielburg is a small one in an isolated valley containing many secrets. It consists of the castle of Baron von Spielburg, and a single town of note. This valley, among many other wonders, contains the home of the Archmage Erasmus, the hut of villainous Sorceress Baba Yaga, and a glade of peace and wonder blessed by the legendary Magi, Erana. Centaurs work aside humans to till the fields, fending off goblins and sometimes worse. A dark and extensive forest runs throughout, containing countless secrets.

The barony has been in decline for a long time. Brigands from the south raid caravans, and both of the baron's children have been missing for years following a curse from Baba Yaga; both are either dead or grown adults by now. It is a sad state of affairs indeed.

You arrive in the valley just as winter is ending; the mountain passes are snowed in for at least the next month, but nothing else is stopping you from leaving. Whether you become the savior of this little corner of the world is really up to you.



Starting CP & Background Bonus

First, you have **1000 CP** to start. Second, in this jump, you have a choice as to how your Background benefits you. Pick one of these two options:

- Discounted: Receive discounts on the perks of your Background. Of the five 100 CP purchases available for your background, three are free. All other perks & ranks of perks are half price.
- Stipend: +900 CP that must be spent on perks associated with your Background. No discounts or free perks.

Canonically, the protagonist can play a single class 'straight', or they can mix abilities of different classes, hence this choice. For ease of comparison, if you would leave at least 600 CP (base price) of perks from your background unchosen, then the Stipend is at least as good.

Background

Pick any one of the below backgrounds for free. Your sex/gender is freely chosen, and age is chosen freely from a range given by each background.

Fighter



The **Fighter** is the most popular of the adventurer vocations. Simple and straightforward, he views the world as an opportunity to test his strength and courage against the universe. A fighter is one who, when faced with a foe, takes arms against a sea of troubles, and by opposing, ends them. He is the artist whose body is his palette. Exercise is his daily bread. The fighter relishes every battle with any foe, for though he is beaten and blackened and bruised and blemished beyond recognition, he knows that he is the better for it all.

You have spent years training your blade after taking part in the Famous Adventurer's Correspondence Course. You have come to the Valley of Spielburg, which you have heard is in need of a hero...

Age: Pick 18-25

Magic User



Master of mystery, propounder of power, intimate of intuition, the **Magic User** is the intellectual among adventurers. The Magic User must master his mind to mold the mysteries of the ages. Through the use and control of the magical spell, the Magic User can selectively alter the fabric of the universe and create things out of whole cloth. Spells are usually learned by reading specially created scrolls that brand the spells upon the brain.

You have spent years as the apprentice of a small-time wizard, and have finally set off to make your own way. You have come to the Valley of Spielburg, where much magic is afoot. You have even heard that the archmage Erasmus lives here, and is sometimes willing to dispense lessons...

Age: Pick 20-35

Thief



Sultan of Stealth, Chief of Chicanery, Potentate of Plunder, the **Thief** is the master of many skills. From subterfuge housebreaking, Thieves live by their wits. Since the Thief cannot fight as effectively as the Fighter, or cast spells as the Magic User, he seems to be the weakest of adventurers. However, he is also the most powerful of adventurers, for he can get away with murder.

You have spent years as a small-time pickpocket, crook or fence. Your reasons are your own. The local scene in your town was getting a bit... crowded. Perhaps you've decided to turn a new leaf, or perhaps you are seeking richer pastures; either way, you find yourself in the Valley of Spielburg, on a cold, early spring morning.

Age: Pick 18-30

Drop-In



No memories of this world, nothing to aid you, but as a **Drop-In** there is nothing to hold you back. You find yourself at the entrance to the Valley of Spielburg, an avalanche having closed the mountain pass behind you. There seems to be a sign up ahead reading...

“Wanted: Hero...”

Age: Pick 18+

Race

Gloriana has a wide variety of fantastical races. Whatever you pick becomes an alt-form for future jumps. Alternatively, you can combine the inherent benefits of the form with another morphologically similar form that you have. You may purchase more than one if you want additional alt-forms.

You receive **+50 CP** to be spent on your choices.

Human (50 CP) - Humans are the most widespread intelligent species. The majority of kingdoms and nations are human dominant.

Centaur (50 CP) - Your classic centaur, these creatures can be found in most areas of Gloriana. Naturally stronger than a human, they also have better endurance and excellent senses. On the negative side, they are easier to hit, poor at dodging, and have a hard time fitting into human-built places.

Katta (50 CP) - A cat humanoid. Katta do well in heat, and poorly in the cold. They are somewhat smaller and have lower strength and endurance than a human. On the plus side, they are much more agile and quick than humans. The distant land of Shapeir is the homeland of the Katta, though they can be found in small numbers throughout Gloriana.

Gnome (100 CP) - About three feet in height, gnomes are infamous for their sense of “humor”. +100 CP that must be spent on Pun Pacification.

Liontaur (100 CP) - Like a centaur, except the head is that of a lion and the torso is covered in fur as well. Stronger even than the centaur, the Liontaur are famed warriors. The far land of Tarna is the homeland of the Liontaur; you are unlikely to encounter any here, though you will if you continue to future Quest for Glory jumps. For you, the Stunning Swordsmanship perk is equally effective for both swords and spears.

Half-Faery Folk (300 CP) - Those of half-faery blood are rare, but have been some of the greatest wizards in history. Your magic in this form is 20-25% more powerful due to the influence of your blood, and you start knowing two spells on top of what you otherwise would. Your life expectancy is three hundred years, not that that is going to matter to you. You receive +100 CP for the Magic User section.

Frost Giant (300 CP) - You are a powerful Frost Giant, standing ten feet tall. Your blue skin is as tough as leather, and highly resistant to magic. You have some inherent mastery of the magics of cold and ice. Frost Giants are reclusive and rare; you are unlikely to meet more than one.

Triton (100 CP) - Half-man, half-fish, the tritons were created by the ancient wizards of Atlantis in a last-ditch effort to save their people from destruction. This particular variety of merfolk cannot breathe air, so you'll probably have to use your base human form, or another, to interact with most of the game's characters and events. On the plus side, you're perfectly at home in the water in this form, graceful and swift. If you have an ability that lets you breathe water, then in your Triton form you can breathe air using that same ability.

Fighter Perks

Armored Aptitude - (100 CP)

You have extensive training in the use of armor and a shield; the weight of armor still slows you down, but you're as agile in it as it is possible to be. Chainmail on you is as leather armor on another, and leather you barely notice at all. You bring your shield to bear with well-trained reflexes.

Diligent Discipline - (100 CP)

You may be a martial prodigy, but there is still so much to learn. Your enthusiasm for the craft, and your dedication, shines through. Masters of physical combat of all kinds will be far more willing to share their skill and give you lessons (often for free) than they otherwise would, and you learn up to twice as fast when being directly taught by a master of their craft.

Stunning Swordsmanship - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2)

You know your way around a weapon. Thrust, slash, parry, **kill**. This aids with any melee weapon, but is most effective for swords (a hero's weapon!).

- With one rank you are adept with any well made melee weapon, as much so as a reasonably skilled medieval mercenary, soldier or knight. You will not find difficulty fighting most monsters around Spielburg, though some of the more fearsome ones could still be a serious threat.
- With two ranks your skill itself is on par with the winners of some tournaments; this skill is the equivalent of one who has spent decades practicing combined with natural ability. Those you'll encounter here in the same swordsmanship league as you can be counted on one hand, and while some wandering monsters could still give you trouble, there isn't one that could best you one-on-one if you were at 100%.

Magnificent Might - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2)

Mighty indeed! Each rank increases the amount of physical force you are able to impart with your blows, what you can lift, and who you can break.

- With one rank you are able to lift your own body weight off the ground without trouble. You can give great force to your blows, making them far more damaging than from the average person.
- With two ranks you are *remarkably* strong, able to lift twice your bodyweight easily, and give your blows a force to them far beyond your well-built appearance. With a sharp enough sword, slicing through bodies is not beyond you.

Vivacious Vitality - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2)

You are hale & hearty. Each rank increases the physical damage you are able to take, improves your general health, and boosts your stamina.

- With one rank you are in great physical condition. Wounds heal, and your breath recovers, at twice the normal rate. You are rarely ill.
- With two ranks you can replace a week of bedrest for a wound with a single, good night's sleep, and you will never suffer from everyday disease or infection (you are still vulnerable to magical, or exotic diseases). No matter how far you've just run, ten seconds of rest will see you fighting fit.

Marvelous Maintenance - (400 CP)

For whatever reason, your sword, your armor, your shield? They seem to take care of themselves. Dents repair themselves overnight, and your weapons do not dull with use. No need to ever clean your gun again. This will not allow your gear to recover from dramatic breaks or damage (such as if your sword is split in two, or your armor rendered asunder), nor does it recover spent ammo or energy for weapons. The perk works on non-medieval gear as well, but not on large machinery that cannot be easily carried on one's person. Power armor, yes, provided you are wearing it. Spaceship, no.

Slay Sense - (600 CP)

Others seek diplomacy, or a route of subtlety, or a more arcane solution. You know that almost any problem can be solved with the proper application of violence. You have a keen mind and awareness when it comes to a battlefield, aiding greatly in moving through foes, killing them efficiently. Second, you have a strong intuition as to how to kill things that might require unusual methods, such as monsters with special weak points, or with regenerative capabilities. You won't *always* get it right on the first try, but you'll reach the correct method with far less trial-and-error than it would otherwise take.

Combat Against A Brigand, Spielburg Valley



Magic User Perks

Arcane Airs - (100 CP)

You are skilled at projecting an air of mystery. Those that view you will tend to think you are fascinating, and wonder what depths you are hiding in your mind, no matter how silly your robe and hat happens to be. The average person will fall over themselves to either help you with whatever your request happens to be, or get out of your way. You can turn this effect on and off at will.

Convenient Cantrips - (100 CP)

What's the point of magic if you can't use it to make your life easier? With this perk, you can become well practiced with small magics of the kind that purely make everyday tasks easier: fetching your keys, taking the stain out of your clothes, washing the dishes. With enough repetition, such magic will become second nature to the point where it does not require focus, nor does it drain your magical reserves in any way.

Wizarding Wit - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2)

You are clever, quick and witty. Each rank increases your ability to solve puzzles, to see the truth behind illusions, to outwit foes, and to engage in repartee. Additionally, ranks grant knowledge of the arcane elements of the world of Gloriana.

- With one rank you are clever, able to solve most puzzles given a few minutes to focus on the issue. Riddles likewise pose little challenge, and it is a minority of the populace that has a chance to outsmart you. Your knowledge of the arcane things of the world is more than the average person, but still very limited when compared to full wizards.
- With two ranks, you're *usually* the smartest person in the room. Erasmus' little games and riddles will rarely pose a challenge. You are well versed in the arcane; enough to have graduated from an in-setting version of wizarding school. There's still a lot out there you don't know.

Magical Magnitude - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2)

This perk grants the inherent power necessary to wield the magic of Gloriana. Each rank gives a significant boost to your magical endurance (mana points), and a moderate boost to the direct power behind your magic.

- With one rank you have the innate capacity to use magic. While this is a muscle that can be trained, your potential potency is very average, and you generally can't do too many spells before needing to rest or quaff a mana potion.
- With two ranks your potential is notable, placing you at the 90th percentile of mortal magic users in the setting, at least once you learn enough. You can generally engage in magical battle for several minutes before your reserves begin to run low.

Sorcerous Skill - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2)

Magical Magnitude may give you the inherent ability for magic, but this helps you learn and apply it. Each rank increases the rate at which you pick up new spells and expand your knowledge and mastery. This may give a small boost to learning other forms of magic from other jumps as well.

- With one rank you start with one spell already known at moderate skill. In the course of this jump, you can learn a number of spells, and apply them to solve particular problems, but will not be throwing around fire bolts in combat for a bit. At the end of ten years, you can easily expect to have mastered all eight of the basic spells (see "Magic Spells" section), and be on track to learning many more.
- With two ranks you start out much more studied. You start with three spells of choice (see "Magic Spells" section), and are well skilled in all three from the start. Within a year you will have mastered all eight of the basic spells, and if you dedicate your ten years to the study of magic, you could be peers with some of the greater wizards of Gloriana.

Potent Potioneering - (400 CP)

You've learned the art of channeling your magic into the creation of potions of Health, Stamina and Mana, and can learn other recipes. You have an intuitive and immediate sense of the magical properties of any components and materials that you find that might be used in some sort of alchemical recipe. This form of alchemy requires some form of magical ability to function, whether from this jump or another.

This perk further boosts alchemical abilities from other settings, and allows your magic to be channeled into those as well, if it could not be already.

Spell Sense - (600 CP)

You have an intuitive sense for the underlying patterns magic leaves on the world. First, by spending a few moments to focus on something in front of you, you can always see whether or not something or someone is under an active magical effect. Second, when you examine magic that you can sense in some way, you learn the general type of the magic, and you gain a sense of the best way to counter it. The more specific the magical problem, the more specific the sense. Meditating on "the curse on this land," might just get you "an inverted countercurse". On the other hand, "the magical lock on this door" might get you "a trigger spell on the hinges where the magic is weakest".

This may fail to work on some powerful magics that are specifically warded against divination-type effects.

Erasmus' Tower, Valley of Spielburg



Info: Magic Spells

Below are listed the eight basic spells of Quest for Glory I. In game, these were the only spells available to the hero, though it is established that there is plenty of other magic in the setting, so there is no in-setting reason why you couldn't learn other magics as well. The descriptions given are general; a clever caster can no doubt figure out other uses for some of them; the magic system here is halfway between 'soft' and 'hard'.

Each spell has tied to it a skill level, so that a caster not only gets better at magic in general, but gets better at specific spells as they practice. The power and skill with which a spell is cast depends on the combination of general magic power, and skill with the specific spell.

Note that Gloriana's magic is powered by mana; there is no preparation or selection of spells; you know the spells that you know, and can cast them if you have enough mana.

Finally, note that spells require one free hand to cast successfully, and so cannot be used with a sword and shield in hand.

Calm: This spell, if successful, causes nearby creatures to cease hostilities for a short period, or until they are attacked. As you improve, it has a greater chance of working, and lasts for a longer period.

Dazzle: This spell, if successful, blinds a single enemy (or multiple enemies close together) with a flash of light, stunning them. As you improve, it has a greater chance of working, and lasts for a longer period.

Detect Magic: Pick up any traces of magic in the immediate area. As you improve, you are better able to find concealed magic, and in a larger area.

Fetch: Grab objects from a distance. As you improve, you are able to grab larger objects from farther, and keep a hold of them with less concentration.

Flame Dart: This spell is more powerful than the name would lead you to believe. While a magic user just starting out may only manage a "dart", a skilled practitioner's casting is better described as a small fireball. The fire is summoned in the hand, and must then be thrown at the target.

Open: This spell opens locks, doors and other containers. An increase in skill and power allows more complex and magical locks to be opened.

Trigger: This spell sets off any specifically prepared magic that exists in the immediate area. It allows you to set up contingencies and traps under which other spells may activate, for example.

Zap: This spell places a magical charge on a weapon you touch, which is released upon striking an enemy, causing extra damage. At first, the charge will last several minutes after casting, and give a nasty shock when discharging. As you improve, the charge lasts longer, and the electrical shock becomes greater. Consider combining with throwing daggers for extra fun.

Mage's Maze, Favorite Game of the Archmage Erasmus



Thief Perks

Practiced Picker - (100 CP)

You're a deft hand at picking locks and pockets. This doesn't guarantee the ability to pick any lock you come across, but with a decent set of lock-picking tools, and a bit of practice, no mundane lock is likely to hold you back for long. Also, just as in the game, you are able to use a lockpick to pick your nose, immediately clearing up any sinus or breathing issues. Start with a few lockpicks.

Charming Charlatan - (100 CP)

You are skilled at deflecting suspicion from yourself, and seeming far more harmless and good natured than you may actually be. This is the skill of a practiced conman at convincing his marks that, *of course* he's really their friend, and *naturally* you can trust him with the money.

Dextrous Dispatchment - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2)

You are skilled with lighter weapons, especially daggers and shortswords, and maneuvering in combat. Each rank boosts your ability to strike at the weak points of enemies and to skillfully avoid their blows in return.

- With one rank, you are skilled at deflecting or evading most blows from anyone with less than expert skill or rapid speed. Your hands are deft and quick, able to conceal or produce a dagger quickly, and you are reasonably skilled in striking with it.
- With two ranks, your skill allows you to weave around attacks. You have the dexterity to use both hands independently and well, to strike with expert skill, and to conceal or produce a dagger in a moment. This can serve to use a weapon effectively in each hand, for example. An expert at the blade (the equivalent of Stunning Swordsmanship 2) would likely defeat you in direct combat, but direct combat is for suckers.

Stellar Stealth - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2)

You are a master of not being seen. Too bad you'll never be famous for it, but that would rather defeat the point.

- With one rank, you are skilled at stepping softly and picking out good hiding spots; this is equivalent to the skill of an experienced burglar. You'll often be able to avoid confrontation, or escape detection.
- With two ranks, your abilities begin to approach the ninja realm; you can move rapidly between shadows, rarely making a sound unless you wish to. You needn't fight a monster face to face at all while here, and there will be few enough human foes that you will need to confront directly.

Agile Alacrity - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2)

You are rapid and spry. Each rank of this increases your foot speed, movement of all kinds, and enhances your ability to dodge and evade. If Dextrous Dispatchment represents your practiced skill as a Thief in combat, this is your raw agility.

- With one rank, you can outrun most people, clamber up trees easily, and balance on ledges. You have a natural ability to bob and weave in the face of ranged or melee assaults, that combines with and enhances trained skill (such as from Dextrous Dispatchment).
- With two ranks, you are very fast, and are able to tightrope walk, and scale standard city walls with relative ease. Your natural evasive ability increases further; with this alone, the average archer is highly unlikely to be able to hit you at all.

Roguish Rapport - (400 CP)

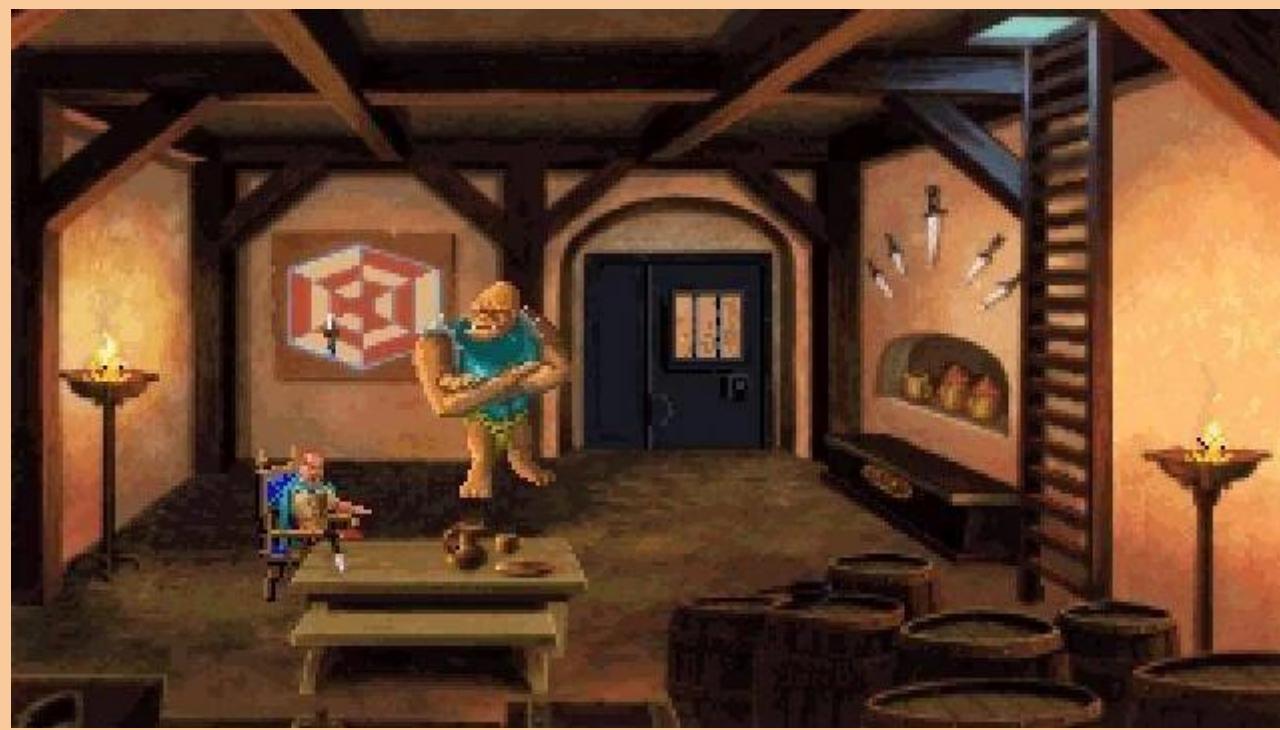
You have a knack for finding an "in" with the wrong crowd. You can spot a fence for stolen goods, have a sense for what shady bar has the entrance to the local thieves' guild, and can easily find where the backroom deals are done. Local gangs, robbers, even a corrupt cartel of businessmen, will be strangely willing to let you join their band, and no one will think that you are a plant by the authorities (even if you *are*) unless they see concrete evidence of it. That white supremacist gang? They're oddly willing to let you join in spite of you being black.

In general, you are able to get away with far more before your loyalty to the group begins to be questioned, and any standard "dues" or requirements of membership are always considered paid, except in the most extreme cases. In addition, in this jump you know the secret thief sign which indicates that you are a member of the thieves' union. It will open doors. Figuratively. (Literally is what the lockpicks are for.)

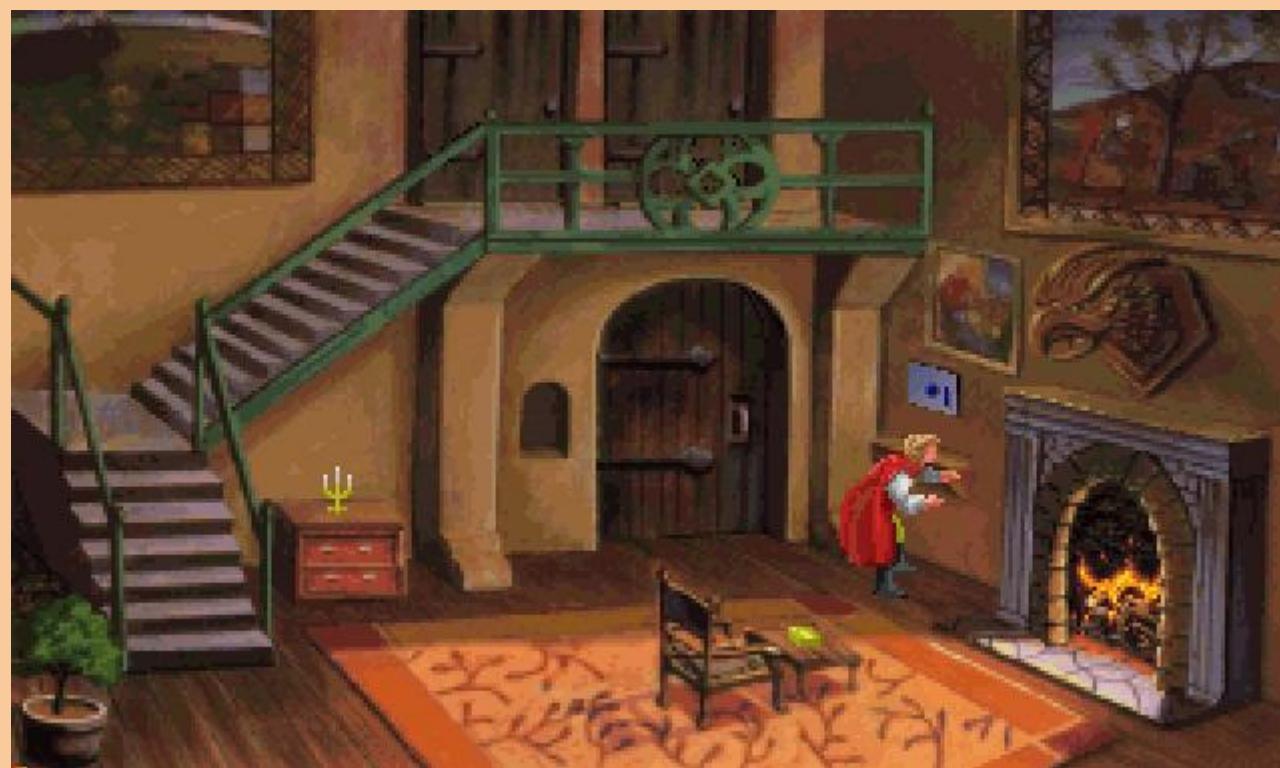
Subtle Sense - (600 CP)

Forget the boorish blockhead and the obnoxious occultist; you do subtlety with style! When focusing on a problem, you have a preternatural knack for zeroing in on the solution least likely to be connected back to you. You know how to stay off the radar, and any plans you enact that involve *not* being noticed are much more likely to succeed (at least at not being noticed). This applies to everything from fishing for information without the mark noticing, to infiltrating a castle in a maid's uniform. You are further very skilled at using and understanding subtle communication, through things like eyebrows and microexpressions, and at preventing others from noticing you using communicating in this way (other than your intended audience).

Thieves' Guild, Spielburg



Sheriff's Home, Spielburg



“Stealthing” Through Spielburg Forest



Drop-In Perks

Sonorously Storybook - (100 CP)

You have the option of having a respectable sounding, and at times wry or sarcastic, voice narrate your actions in the active tense. You do not have direct control over what the voice says, and it cannot reveal hidden information or secrets. It may, however, reveal generally known information that you do not personally have, such as names: "You walk into the town of Spielburg on a fine, crisp spring morning. The sheriff, one Schultz Meistersson, sits on a stoop smoking a pipe like mad."

You can toggle between second person and third person narration. The voice is at normal speaking volume emanating from a bit above your head. It can be toggled to be heard only by you, or by you and anyone around you (anyone that would normally hear the voice), or turned off completely. It can speak in any language or accent you are capable of understanding, and is always heard as soothing by you.

Scorekeeping Signposts - (100 CP)

Just as in the game, you have a sense of your 'game score', in terms of your progression to accomplishing important things and resolving the main plot points of the setting. This also functions in guiding you toward any concrete long-term goal set by you. The main use of this is in knowing when you've done something important in that progression. For instance, if you pick up a random key, and your 'score' increases, you will know that the key is important in whatever you are trying to accomplish. When you learn something, and the score increases, then what you just learned is crucial.

Pun Pacification - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2)

Gloriana is a place where puns contain power. With this perk, you gain the ability to wield some of that power to your own ends. This ability is only fully effective once per foe, with diminishing returns on repeated use against the same target(s).

- One rank gains you the ability to give pause to others with a particularly bad joke, letting you finish a quick spell or make a getaway.
- Two ranks can disable those of weak mental fortitude, leaving them unable to take proactive action other than groaning for about a minute. They can still defend themselves if attacked directly, and those made of stronger stuff may be able to throw off the effects.

Dashing Diplomacy - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2)

You have the extremely rare skill of communication. You know how to talk to others, how to read their desires, and how to address them effectively. This is combined with a level of heroic charm that makes you all the more compelling to listen to.

- One rank gives you the skill of an average trained mediator. You know many techniques of listening and speaking, and are more likely to reach a desirable outcome with any sapient creature.
- Two ranks gives you the skill of a lifelong mediator with both talent and charisma. If there is a chance for peaceful discourse, it is highly likely that you will be able to find it. The more familiar you are with the creature you are speaking to, the more successful the exchange.

Masterful Marksmanship - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2)

For whatever odd reason, heroes in Gloriana rarely make use of the bow and arrow. No idea why; it's a perfectly serviceable weapon choice! With this perk, you become skilled in the use and maintenance of bows: crossbows, compact shortbows, english longbows. Anything that shoots arrows. Includes fletching skill commensurate with your archery skill.

- With one rank you are adept with any well made bow, as much so as a skilled medieval mercenary, soldier or peasant archer. If you can stay at range, you will not find difficulty taking down most monsters around Spielburg, though some of the more fearsome ones will still be a threat. Nighttime might be challenging unless you have exceptional night-vision, and can avoid being snuck up on.
- With two ranks, you're no Legolas, but you could make Robin Hood work for his victory, at least. You can *definitely* do that apple-on-the-head trick, and can shoot rapidly. Point blank shots, long shots, you can even pull off a two-arrow shot every once in a while!

Narrative Necessity - (400 CP)

The protagonist has a tough job to do, sure, but people don't give enough credit to the behind the scenes work that goes into their success. That carefully placed vine they use to swing across the river? The remarkably intact sword by the remnants of the skeleton in the catacombs? The ridiculous frequency with which they get the last copy of a book, the last room in an inn, or the last magical doodad the shopkeeper carries?

With this perk, some of that behind the scenes set-up can benefit you as well. A few times a day, you will benefit from a convenient coincidence, such as those described above. No single one of these should be particularly remarkable or unlikely, but the frequency with which they occur will be. Other examples include: finding a crucifix on a desk when being chased through a house by a vampire, meeting a produce merchant on the road just when you're getting hungry, or striking up a conversation in a bar with a stranger who just happens to know a bit about the evil you are investigating.

When trying to determine the extent of the power of 'Narrative Necessity', consider two things. First, it should not be twisting probability too much. It's never going to help you win the lottery, randomly pick the address of someone you are looking for in a city, or have you stumble upon the holy grail in a desert. Second, it's never going to fully resolve a narrative conflict all at once. You may meet someone in a bar who knows about the guy you are looking for, but you're not going to just randomly run into the guy himself by chance. As a rule, it will not influence the behavior of major characters in any way, but may give a nudge to minor or unnamed characters in innocuous ways that are beneficial.

Protected Protagonist - (600 CP)

You're the hero of this story, and that means something. With this perk, the world makes note. As long as you are striving and trying as a hero should, and not being a complete idiot with the risks you take, you will not fall victim to a random goblin attack, or the common flu, or a chance encounter with a cantankerous Ogre. You may still be wounded or set back, of course, but none of these things has any chance at all to end your story.

This does not, however, protect you from the endings that a tragic hero might meet. The arch-villain of the piece can still end your life, the dark demon prince might still lay you low, and your story might still yet end in heroic sacrifice. At the very least, you're assured a poignant and appropriate climax.

General Perks

Who Needs A Dentist? - (100 CP)

One of the most important qualities of a hero is their image. With this perk, that's a whole lot easier to manage. You may or may not be the most handsome or beautiful in the room, but you're always photogenic. Your teeth are without obvious flaws or stains, and you never need to brush or floss again. Your hair is well kept, unless you wish it otherwise, and your skin is free from smudges of dirt and obvious blemishes.

So You Want To Be A Hero? - (100 CP)

People want to be a "hero" for many reasons. Some want to do good. Others desire fame and fortune. Whatever your reason, if you go out seeking to be a hero... you will be provided the opportunity. This perk will prioritize guiding you toward quests and similar that already exist in the setting, but if necessary they are 'created', in a sense. You are able to influence the level of challenge that you will find, from fairly trivial, to life-threatening, though once a challenge has been 'created' you cannot simply turn it off, and many settings will have a reasonable 'cap' of what challenge can be created.

Thrilling Throwing - (100 CP)

The ability to throw a dagger, spell or stone true. You can hit a man-sized target from forty feet, a bullseye from twenty, and from ten... an actual eye.

Stalwart Stature - (200 CP)

Your heroic verve, your will, your sheer chutzpah, allows you to better resist magics that would seek to alter your physical being in any way. This perk is not required to resist such magics, but with it those who wish to turn you into a frog (just for instance) will find it *much* harder to do so. You'd be able to defy even a transmogrification spell from Baba Yaga herself, or an attempt by the Dryad to turn you to a deer, without too much difficulty.

Friend of The Forest - (200/400/500/600 CP; see text)

As evidenced by the Dryad of Spielburg valley, the essence and magic of Nature has great power and influence in Gloriana. With a purchase of 200 CP, you gain a benefit corresponding to your background, but only retain that benefit so long as you can reasonably be interpreted to be a 'friend of the forest', as the Dryad canonically asked of Devon Aidendale. This does not rise to the level of a strict code, but rather simply means that you do not despoil nature, or exploit its resources for selfish ends, without somehow balancing the scales by helping and sheltering nature.

You may take this perk additional times to gain the benefit corresponding to other backgrounds, up to four times in total, with unchanged restrictions on behavior. The third and fourth times the perk is discounted. Thus, all four benefits cost a total of 600 CP.

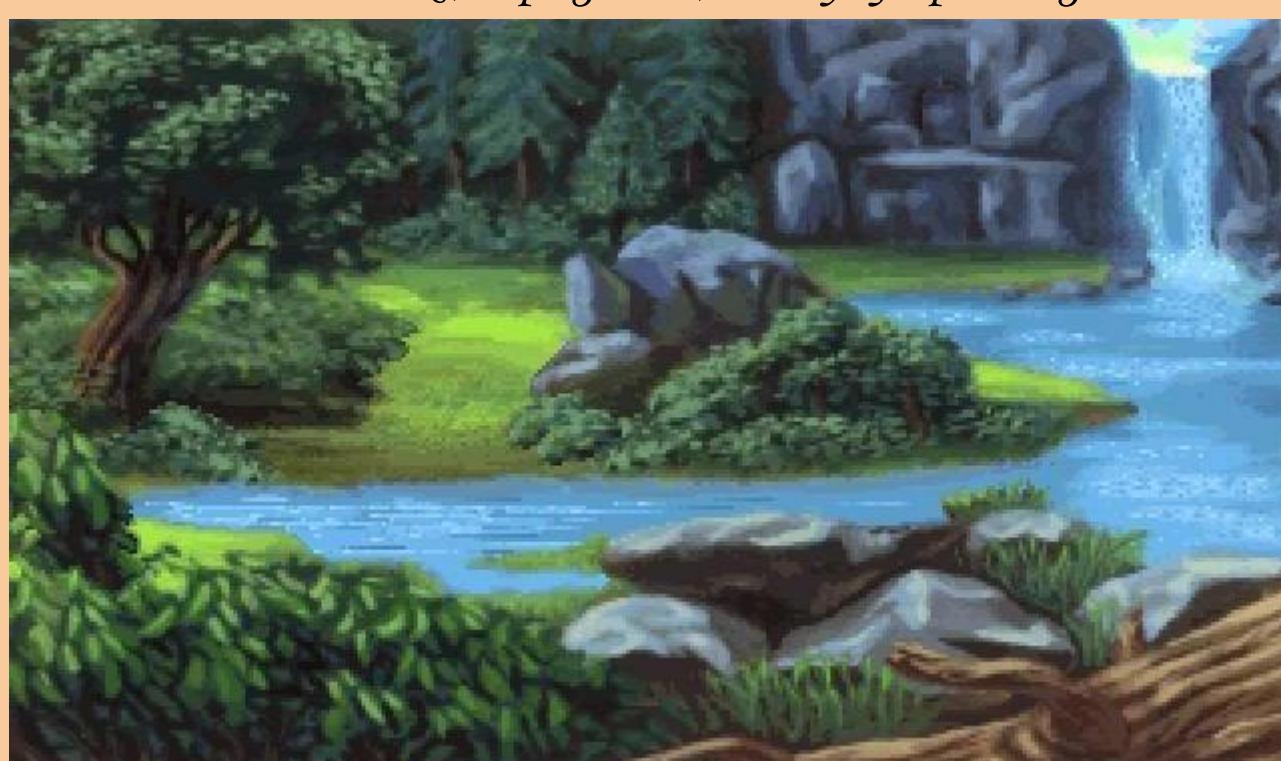
Fighter: Your fighting skills and energy are enhanced by being in nature, among the trees and creatures. Your aim is a bit truer, your swing a bit stronger, your step a bit surer. When tired, you fight as well as when fully rested.

Magic User: You gain insights into the nature of the Dryad's magic, and how to begin to use it yourself. You can do such things as use your magic to enhance the growth of plants, or to charm the creatures of the forest. The potency and power of these effects grows with the rest of your magic.

Thief: Nature shelters you from those that might seek you out. Those that look to find your trail will look in vain, for you leave none in the soil, stone, sand or swamp. The branches themselves seem to bend to let you pass, while impeding the way of your pursuers.

Drop-In: As a friend of nature, you may pass unimpeded amongst the things of the wild. Wild animals will not harm you if you do not seek to bring them harm, even the thorns of plants seem not to prick you. This is less effective on monstrous beasts, and not effective at all on sapient enemies.

Mirror Lake, "Spiegelsee", Valley of Spielburg



Companion Import / Upgrade

Companions can come into the world for free, but this section can be used to give them CP. Imported companions get a background of choice, but must choose the discount option (not the stipend), gaining the bonuses of that option. (The main character is the only real “cross class” character.)

You may also choose to *upgrade* in-world companions from the next section. They cannot change background, always have the discount option, and do not receive the free perks or bonus CP granted by that option (these things have already been factored into their base perks/growth).

You can do this in any combination. The cost depends on the number of companions, and how much CP to grant them. So, I can import 7 companions from a different world with 600 CP, along with upgrading 3 canon companions with +600 CP, for a cost of only 400. (600 CP, 7-10 companions)

Cost To Import / Upgrade Companions, by Base CP and Number of Companions

	Single	2-3	4-6	7-10	11-15	16-20	21-30	31-50	51-100	Limitless
300 CP	50	100	150	200	250	300	350	400	450	500
600 CP	100	200	300	400	500	600	-	-	-	-
900 CP	150	300	450	600	-	-	-	-	-	-

New Companions

Purchasing a companion option gives the NPC the described CP/perks (otherwise the character would have their canon abilities, but not “perks” from this jump), and allows them to travel with you on your journeys *if* you can convince them to. It also ensures that you have favorable circumstances under which to speak to them, and gives you some intuition as to what they might find compelling or convincing, but it is still their decision. If you fail to convince them, you are refunded the CP to use for other purchases.

You receive **+300 CP** that can only be used on new companions, or to upgrade companions from any Quest for Glory jump. You may choose to save up to **100** of this CP to be used for new companions in the Quest for Glory 2-3 jump.

Per usual, anyone can join as a simple ‘follower’ for no CP cost if they agree to join you, they just cannot be imported or gain CP in this case.



Devon Aidendale (200 CP)

This canonical hero is always sticking his nose into the business of villains, and thwarting foreboding prophecies right and left. Not much is known about Devon; he’s definitely not a *bad guy*, but is he more a hero, or an anti-hero? It’s unclear. Could be a wily mage, a skilled fighter, or a roguish thief.

Devon is built with any background and 1000 CP; he is the only companion that may choose between stipend or discount, per the choices at the start of the jump. If he actively plays the role of the hero in this jump (which he will if you ignore it) he gains another 400CP during the course of the plot. If you took the *Heroic Plotline* drawback you can be “co-heroes” with him, but he only earns half as much CP.



Zara Shashina & Damiano (200 CP)

“Power is the essence of magic, that which the wizard shapes and is shaped by.”

Zara is half-faery folk, half-human, and 100% wizard, an emissary of the Faery Folk in the Eastern Wood with a beautiful, but unearthly, look about her. She is a powerful caster, significantly exceeding your ability in Gloriana’s magic at the beginning of the jump, and is a deft hand at potion making and alchemy. She is willing to aid in your quest here with advice and magic whether you pay CP or not, but could be a great asset as a companion. She will only consider accompanying you if you treat her with kindness and respect, and commit no perversions against nature or decency.

Zara is a Half Faery-Folk Magic User with Arcane Arts, Convenient Cantrips, Fantastical Familiar*, Wizarding Wit 1, Magical Magnitude 2, Sorcerous Skill 2, Potent Potioneering, Spell Sense, Thrilling Throwing, Dashing Diplomacy 1, and Who Needs A Dentist?. She also has a number of potions and scrolls at her disposal, knows magic beyond the eight spells described in this document, has knowledge of the arcane beyond that described by Wizarding Wit 1, and has a useful familiar, Damiano, pictured above. [*Representing Damiano, this perk is available in Quest for Glory 4-5 Jump.]



Dryad of the Woods (200 CP; special requirements)

The Dryad of Spielburg forest would normally never leave her woods; this purchase makes it possible by providing a path.

There are several things that must be done before she will consider it. First, the evil must be cleansed from her wood (this is synonymous with the completion of the Heroic Prophecy). Second, you must convince her that she will be able to serve and enhance nature more profoundly by coming with you than she could by remaining behind; having the Friend of the Forest perk makes this much easier, but it is not a requirement. Third, you must aid her in finding another Dryad to take her place; this quest would take around a year for a normal hero, you may be able to shorten it with any number of out-of-world powers. Fourth, you must have a place of natural power for her to reside. This will most likely be something along the lines of a primeval or magical garden, or woods, that is attached to your warehouse.

Purchasing Erana's Tree in the Items section will be sufficient for this purpose. Alternately, if you follow this jump directly with the Quest for glory 2-3 jump, and take The Mother of the World from that jump, then that also counts as a sufficient place of natural power for this purpose.

The Dryad's powers are numerous, and not well represented by the perks of this jump. She can cause plant life within a few acres to grow and thrive at an astounding rate, can promote natural healing, can transform others into animals and plants, even against their will (a powerful or strong-willed target could resist), and knows much of nature's secret magic that she might share with you. If she acquires perks directly, she can be assumed to already have the equivalent of Magical Magnitude 2, Sorcerous Skill 2, and Friend of the Forest (maxed) at the very least, and has the Magic User background.



Brauggi (200 CP)

"Brauggi I be, to boast of my boldness: Strong as the storm that sends forth the snow."

Brauggi is a frost-giant, far from his northern home. Standing 10 feet tall, his extreme resistance to magic and skill with his mystical axe is terrifying. Additionally, he has some skill with the northern magics of ice and wind. He came here in search of food for his stores, and normally would head home after getting it, leaving a glowing gem as payment. If you convince him to join you, know that he is a fighter, through and through. Do not expect subtlety, and many will be alarmed by his presence. If you do not provide him with opportunities to use his skills, he will grow weary with you.

In addition to the benefits of his Frost-Giant nature, he has the Fighter background with Stunning Swordsmanship 1, Magnificent Might 2, Vivacious Vitality 2, Slay Sense, Thrilling Throwing, Magical Magnitude 2, Sorcerous Skill 1, and a magical greataxe that is unnaturally sharp and bites with cold.



Fox Friend (200 CP)

You will very early on stumble upon the talking fox of Spielburg woods. Not only that, but he sees something... special, in you, and elects to come with you. He has either the Thief or Drop-In background, with Wizarding Wit 1, Stellar Stealth 2, Agile Alacrity 1, Dashing Diplomacy 1, Narrative Necessity, Protected Protagonist, Who Needs a Dentist, and Friend of the Forest (Thief and Drop-In boons). Additionally, he does know a *lot* about these woods, and what's going on in them. He'll be able to act as a guide for you, telling you what areas to avoid, and who to seek out, though he remains ignorant on the greatest mysteries of the prophecy. After the jump is over, with little convincing, the fox is willing to join you as a companion.



Elsa von Spielburg (200 CP)

The child of Baron von Spielburg, Elsa has been trapped for many years under an enchantment altering her personality so that she joined, and led, the local bandit groups. Under her keen leadership, they have been a large threat to the valley. Canonically, the hero breaks the enchantment on her, so that she regains her former self, and leaves the bandits to fall into chaos. She has been sharpened by her experiences, however, and has a keen tactical mind and martial skill.

Elsa has the Fighter background with perks Armored Aptitude, Diligent Disciple, Stunning Swordsmanship 2, Magnificent Might 1, Vivacious Vitality 1, Slay Sense, Dextrous Dispatchment 1, Agility Alacrity 1, Roguish Rapport, Masterful Marksman 1, and Thrilling Throwing. As she stands to inherit nothing, and seeks adventure, she may be easier to convince than you think. Canonically, you would meet her again later, if she does not travel with you now.



Laspo Yorricks (100 CP)

Yorricks was originally the court jester and magician for the Baron, but when Elsa went missing set out to find her, and find her he did. Unable to break the enchantment on Elsa, rather than do the logical thing and tell literally anyone else about what had happened to her, he instead joined her bandit band as the resident magician, determined to protect her if he could not remove her from the situation.

Yorricks has the Magic User background, and perks Convenient Cantrips, Wizarding Wit 1, Magical Magnitude 1, Sorcerous Skill 2, Charming Charlatan, Agile Alacrity 1, Pun Pacification 1, and Thrilling Throwing. He will be easy to convince if Elsa is coming with you, and nearly impossible otherwise.



Bruno (200 CP)

Bruno is essentially a killer, and a good one. He has no morals or scruples, and is willing to do pretty much anything to make some coin. He is an antagonist to the hero, nominally a member of Elsa's bandits, but one who chafes under her leadership. Canonically, he escapes to cause more trouble in the future.

Bruno has either the Fighter or Thief background, and the perks Stunning Swordsmanship 1, Magnificent Might 1, Vivacious Vitality 1, Slay Sense, Dextrous Dispatchment 2, Stellar Stealth 1, Agile Alacrity 1, Subtle Sense, Thrilling Throwing. He'll be fairly easy to convince with a demonstration of wealth and/or power.



Toro (100 CP)

Toro is a fierce minotaur warrior. He was once rescued by Elsa, and has become her protector, and one of her closest friends. If Elsa agrees to come as a companion, then Toro will certainly agree to come as well.

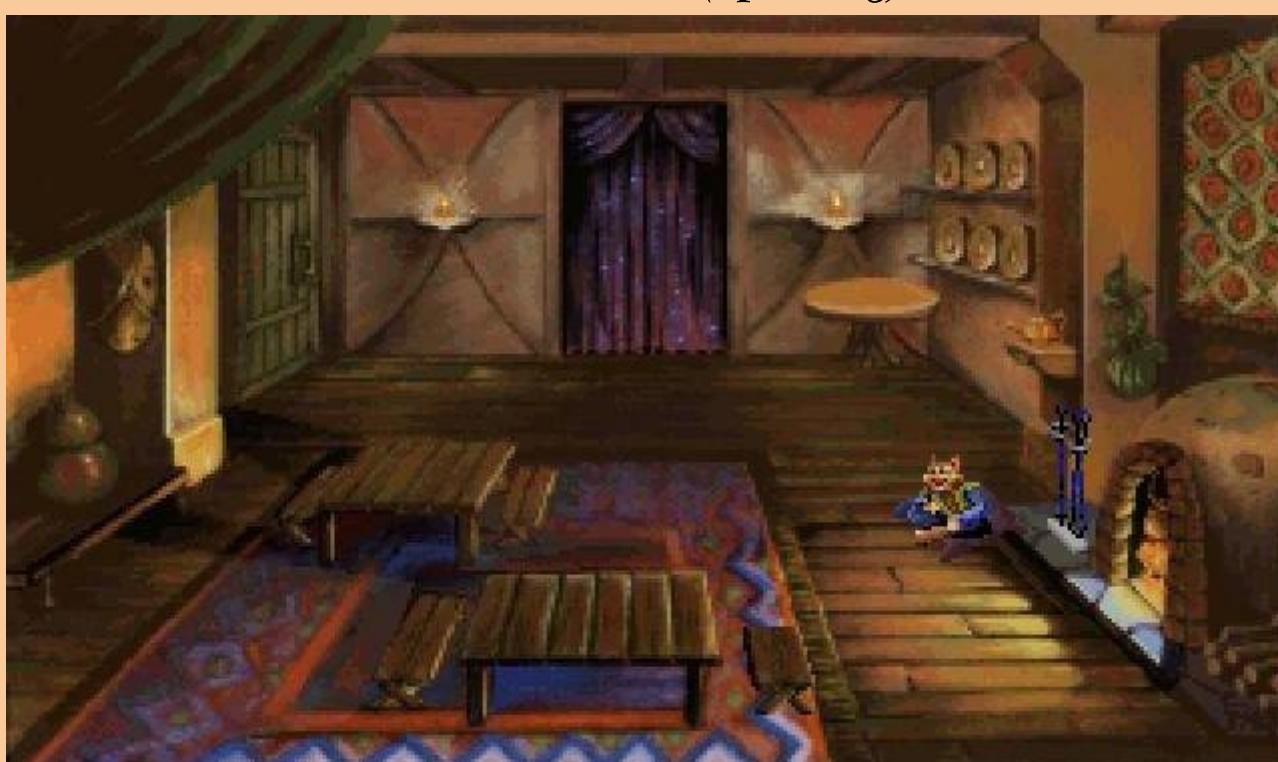
He has the Fighter background, and the perks Stunning Swordsmanship 1, Magnificent Might 2, Vivacious Vitality 2, and Slay Sense. His Minotaur nature boosts his strength further, and gives him an incredibly tough hide for skin.

Other Companions (100 or 200 CP)

There are other characters in the setting that you might convince to join you in your travels. Characters not otherwise mentioned above can be paid for with 100 or 200 CP, and then built with 600 or 1200 base CP respectively, any background, using the discount option.

Among the characters present in the game, the only ones that you cannot become companions here are Erasmus and Baba Yaga, who are available as companions in later Quest for Glory jumps.

Hero's Tale Inn (Spielburg)



Baba Yaga's Hut



Outside The Healer's Cottage



A Bad End in the Bandit Lair



Items

Below are a large number of items to purchase, ranging from the mundane to the quite powerful. Unless otherwise noted, gear purchased here will never be casually lost, though it may be stolen or destroyed. If it is stolen, destroyed, or damaged, it will be restored to new at the end of each jump. Items purchased by a companion must be for the *primary use* of that companion, though some sharing is fine. E.g., a companion can absolutely use their replenishing healing potion to heal an ally.

You receive **+200 CP** to spend in this section. Companions that are imported or upgraded gain **+100 CP** to spend in this section.



Basic Gear (free): A week of rations. One water canteen. One sturdy pack. One basic grooming kit. One basic first aid kit. One coarse, sturdy blanket.

Heroing Outfit (free): You receive, complementary, a full set of genuine, original, heroing clothes from the Famous Adventurer's Correspondence School! Three pairs of purple socks, three pairs of heroic undies (with your choice of pattern!), one pair of bright green pants, a red cloak, two white undershirts, a tan tunic, black belt and black boots (see images above for the full look). All of the clothing is well made and quality, and seems to never wear or become dirty. It can be damaged and pierced normally, but somehow seems to be fine the next day. Brownies, maybe? If you are a centaur or liontaur, the pants are replaced with a fine tabard of the same color.

Money (25 CP; one free for all): Enough gold to stay in a decent inn for two weeks, including meals.

Shield (25 CP; one free with Armored Aptitude): A finely balanced, well crafted and very sturdy steel shield (though not magical). Nothing short of an ogre will be denting this. You will eventually be able to afford a shield in town, but nothing of this quality or durability.

Leather Armor (25 CP; one free with Armored Aptitude) A well-made suit of quality leather armor made by the best tanners in the land. Once you've made a little cash, you'll likely be able to scrounge up some leather armor at the general store in town, but nothing that fits you this well.

Chainmail (50 CP; discounted with Armored Aptitude*): A high quality, tailored set of chainmail; this can be worn under an outer tunic, and covers torso, upper arms, thighs and includes a chainmail coif. Finding chainmail in setting is not impossible, but it is very expensive, and you're not going to find anything that fits you as well as this. [*A jumper who purchases this at discount does not receive the Leather Armor they would otherwise get for free.]

Sword (25 CP each; free with Stunning Swordsman 1; shorter blade free with each rank of Dextrous Dispatchment): A finely made sword crafted from steel of the best quality in the land, and better than anything you will find in Spielberg valley, short of stealing the sword of the Baron. It is extremely sharp when you get it, though not immune to dulling (at least not without the Masterful Maintenance perk). There's nothing magical about it, but it is perfectly balanced for your use, and is eminently enchantable if the opportunity arises. Includes a quality scabbard.

Long Dagger (25 CP; one free if you did not get a free Sword): Strictly inferior to other blades, those without any combat skills at all may have to settle for this. This is well made, but not of the quality described above. Anyone is assumed to be able to use this without stabbing themselves in the foot.

Bow (25/50 CP; See Below): Any standard type of (fantasy medieval-era) bow of choice, high quality materials and well made. A Fighter or Thief without the Masterful Marksman perk is competent but not particularly skilled with a bow. Includes quiver and 30 durable, excellent quality iron-tipped arrows good for at least several shots each, assuming you can retrieve them. For an additional 25CP, receive a magical quiver which has an unlimited supply of mundane but high-quality arrows. The bow is free with Masterful Marksman 1, and the quiver upgrade is free with Masterful Marksman 2.

5x Throwing Dagger (25 CP per set; one set free with Thrilling Throwing): Well balanced throwing daggers, of similar quality to the swords above.

Thieves' Guild License (100 CP; free with Roguish Rapport): This serves as proof of membership in any thieves' guild, or similar organization, of any setting, even if the group does not use licenses of any kind. Unlike the Roguish Rapport perk, this does not actually help you "fit in", or help deflect suspicion in any way, it just establishes you as being a base-level member in these organizations. It's up to you after that to maintain your cover.

Replenishing Stamina Potion (25 CP): Gives as much energy and revitalization as a one hour nap; useful in the midst of battle. One use per day.

Replenishing Healing Potion (50 CP): Cures all minor wounds completely, or turn a deadly blow into a few days rest. One use per day.

Replenishing Mana Potion (50 CP): Restores enough magical power to throw another two dozen flame darts, or equivalent. One use per day.

Replenishing Undead Unguent (50 CP): Fully protects against the touch or powers of weaker undead, such as the local ghosts or draining wights, for a few minutes. Provides a lesser protection against more powerful undead, such as vampires.

Complete Starter Spellbook (200 CP; discounted with Sorcerous Skill rank 2): This convenient book contains all eight of the most common spells of wizardry in Gloriana: Calm, Dazzle, Detect Magic, Fetch, Flame Dart, Open, Trigger & Zap, as well as a number of interesting tips and applications. Anyone with the spark for Gloriana's magic will be able to learn all of these spells through study of the book. The book also speeds the process of mastery for the purchaser only, compounding with Sorcerous Skill. Unlike scrolls, the book does not disappear upon use, and so may be shared with companions (presuming they have the required Spark). The book cannot be copied, but will self-repair if damaged, or return to you if lost.

Note that this does not give you access to any magic you could not obtain in the world itself, but it does give you much earlier, and much easier access, and access that you can share with others. Multiple people can study from the same book, subject to reasonable time constraints. e.g., two people studying side by side should not slow each other down too much, but three or four may have to take turns, slowing learning.

Erasmus' Magic Mirror (300 CP; discounted with Narrative Necessity): Simple yet powerful, this magical and indestructible hand-mirror will easily reflect any magic directed into it. The magic must be something that is actually physically targeted at the bearer, such as a ray; it will do nothing against area of effect spells, or spells that take effect without need to target. If the magic mirror intercepts it, the spell will be exactly reversed back toward its origin, though this does not guarantee that the spell will affect the original caster successfully. Note that intercepting a spell may be easier said than done. The mirror's surface is an eight-inch diameter circle, so quick reflexes are a must.

Erana's Tree (200 CP): Far greater than a single fruit, you receive a sapling tree blessed with Erana's Power. Plant this tree in a peaceful garden and within a year not only will it bear half a dozen fruits per day, but will cultivate a powerful aura of peace and tranquility for all that rest near it, in addition to playing a moderating role on the environment (colder climates become warmer, hot climates cooler). The more love the tree sees, the faster it will grow; in time, it will bear seeds of its own to plant where you will. Like the respawning fruit above, the fruits picked from the tree lose their potency after 24 hours, but will regrow on its branches by the next day.

For the one linked to it (the purchaser), the tree provides a boost to magics of peace, harmony and healing.

Erana's Fruit (100 CP; discounted with Erana's Tree): The power left behind by Erana's legacy is truly astounding. You receive a magically replenishing fruit blessed with her magic. Each day, a new fruit will appear on your person (or in your warehouse if preferred). Consuming this fruit in its entirety will satiate all food and water needs for the day, provide perfectly balanced nutrition, and give a minor pick-me-up to your general health. Perhaps ward off a fever, prevent an infection, or just remove some road-weariness. The fruit loses its special properties if not eaten within 24 hours.

Erana's Peace, Valley of Spielburg



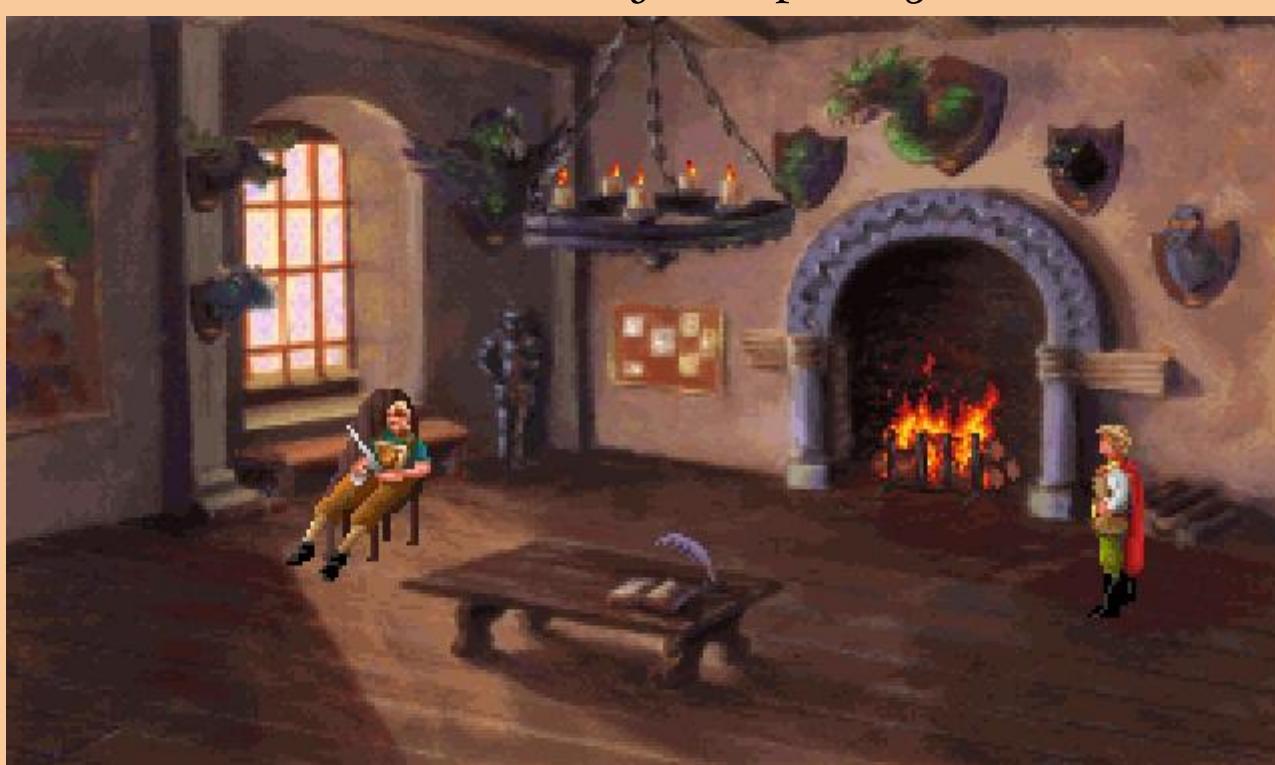
Adventurer's Guild (200/400 CP) - With the purchase of 200 CP, in each jump you will have a somewhat decrepit adventurer's guild established in an appropriate location. The adventurer's guild starts with a logbook, empty except for your signature, as the first adventurer member. There's a table, a few dusty chairs, perhaps the head of some basic creature such as a deer on the wall.

As other adventurers join the guild (anyone who can reasonably qualify as an 'adventurer' may join), which can include your companions, and record their adventures and accomplishments (in that setting), the guild grows in size, comfort and extravagance. New rooms fill out, the heads of slain monsters begin to adorn the walls, furnishings become of higher quality, the style usually reflecting the setting, though you have some influence over it. The adventurer's guild is kept magically clean, via some sort of *unseen servant* effect, but if you want more service than that you'll need to hire a cook, or similar. If it grows large enough there will be a kitchen and such, but no automatic staffing. Optionally, there is a magical accounting system included if you wish to charge dues to the members to pay for such things.

If you pay 400 CP, then all Adventurer's Guilds across settings are linked together on the interior, through a central hub room that grows grander as new settings are added. Members of any of the guilds can visit any of the others, though they cannot exit the guilds into a world that is not their own. The only thing that may be shared from one adventurer to another is stories, advice, and training: never physical objects or powers. Restorative or healing powers may be used on fellow adventurers from other worlds, provided that it does not leave any residual effects beyond restoration.

Companions by definition cannot purchase this item outright, because it cannot be for their "primary use". However, as a special condition, any companion that will be a member of the guild can "contribute" 50 CP to the cost of the guild, so long as the jumper pays at least 50 CP as well.

Adventurer's Guild, Spielburg



Drawbacks

Gain up to +600 CP. "Heroic Plotline", "Heroic Timeline", and "Shadow Over Spielburg" allow you to exceed this limit. Take additional drawbacks if you like, for no additional CP. Companions may not choose drawbacks.

One Hand Tied (+200 CP to you, +100 CP to affected companions)

Any exceptional powers or abilities you have are locked for the duration of this jump. Nothing beyond the **potential capability** of a normal human being in the "real world" is retained. Access to items from previous jumps is restricted to that which would be entirely mundane in this setting. If you have a prior sword, you can use it still, but it won't have any magic powers. No magic spells, no superhuman thinking, no superhuman shagging, no extra lives, nada. The same applies to any companions. Further, companions that die are not restored until the end of the jump (except through in-setting magic).

The exception to this are perks and items purchased in this jump, which provide benefits as normal. Any memories or skills that are lost as a result are restored at the end of the jump. You *can* take this drawback, and the next one, even if this is your first jump.

Both Hands Tied (+200 CP to you, +100 CP to affected companions, requires One Hand Tied)

Your powers, and those of your companions, are further restricted. Skills, physical and mental capabilities, and abilities are fully reduced to those of an **average human being**, other than benefits of this jump. Further, you have zero access to any items from previous jumps, mundane or not, purchased with CP or not, and you cannot access your warehouse or any similar add-on. (You cannot 'escape' the setting.) You and your companions retain your memories of self, and past experiences, but somehow cannot bring them to bear in this jump, unless that knowledge would be present in the jump already. For example, you have no capability to introduce gunpowder into this world. You could use archery skill you have acquired previously, but not beyond that of an average archer. Any memories or skills that are lost as a result are restored at the end of the jump.

Blank Slate (+100 CP)

Any previous knowledge you have of the Quest for Glory setting is removed for the duration of this jump, including knowledge granted by this document (you retain in-setting knowledge granted by non Drop-In backgrounds).

Narrow Talents (+100 CP)

For the duration of the jump, you may only make use of perks that are associated with your background, or General perks. (You may still *purchase* other perks, you just can't use them). This also applies to pre-jump powers: you may only use any, e.g., stealth & agility powers if your background is Thief. You may only use charisma powers if your background is Drop-In, etc.

Heroic Plotline (+100 CP; +100 additional with Both Hands Tied; +100 additional with Blank Slate; does not count toward CP limit)

Spielburg needs a hero. Unfortunately, all it got was you. Think you're up for the job? This drawback makes a victory condition of the jump to fulfill the heroic prophecy (from page one). If the prophecy is not fulfilled in ten years, your jumpchain is over (though you may keep your powers to this point as usual). You may optionally elect to have an imported companion play the role of the hero.

If you (or your companion) do fulfill the prophecy before then, you may end your jump early *if* you directly continue to the next Quest for Glory jump. Or you can, of course, elect to remain the full ten years. If combined with Blank Slate, you will only remember the prophecy and that you have to complete it.

If you choose to leave early with drawbacks still active, they continue with you until you've completed a total of ten years with the drawback. If you choose similar drawbacks in the next jumps (such as Heroic Style or Monster Mash), then the timer is 'reset' to a fresh ten years (they don't add).

Heroic Progression (+100 CP; requires Heroic Plotline and One Hand Tied; +100 additional with Both Hands Tied)

Perks and items you buy here start at roughly one-third of their potency or quantity, as appropriate. They will gain in power as you (or the designated hero) progresses through the plotline, gaining full potency upon completing the Heroic Prophecy. The same scaling applies to any companions.

Heroic Timeline (+100 CP, requires Heroic Plotline; +100 additional w/ Both Hands Tied; +100 additional w/ Blank Slate; does not count toward CP limit)

Devon Aidendale fulfilled the prophecy in about a month. Surely you should be able to do at least as well? More than that, and the child may never be brought "from out the band". If this time limit runs out, your chain is over.

Heroic Style (+100 CP; +50 to each companion also required to wear it)

Remember those heroing clothes you got under 'Items'? Yeah, for the duration of this jump, this is the only clothing you may wear. You must, at minimum, wear the full outfit at all times you are outside. In addition to the bold fashion statement, I hope you don't plan to keep a low visual profile, or hide effectively in the forest. Other gear, including armors in jump, may be used as long as the outfit remains predominantly visible.

Monster Mash (+100 CP; +100 additional with Both Hands Tied)

Normally the woods of Spielburg are only really dangerous at night. Sure, you might run into a Goblin, a brigand, or a common saurus during the daylight, but nothing that you couldn't easily handle. It's night when the trolls, cheetaurs, saurus rex and ogres come out.

Now, however, it seems that the curse on the valley has brought with it a renewed assault from the monstrous. Expect to see during the day everything you used to see at night, making even daylight travel from place to place dangerous outside the town or castle walls. And night... well, triple the monsters there were before, and add an assault of the undead on top of it. Basically, unless you can *really* handle yourself, don't go into the woods at night.

Honest Labor (+200 CP; +100 to each companion that is also subject to the work requirement)

Any source of wealth you, or companions, have from prior to this jump is either inaccessible or does not translate into currency here. This includes selling things that you create with, or base on, powers or materials from previous jumps. No one here is interested in bartering for or buying any of your fancy items (though they may still accept them as gifts of goodwill). Creatures here which might normally have treasure on their person no longer do, and rewards promised for heroic deeds either fail to materialize, are lost, or disappear once they are in your pouch. Thievery always fails in comical ways.

In fact, any attempt to obtain usable currency through any method other than working an honest and constructive job appropriate to this medieval setting, using methods appropriate to this setting, fails completely. You don't necessarily have to muck out stables; for example, if you're able to smith, scribe, sing or sew, tackle, tan, tailor or tile, you can likely find work along those lines (and these would likely be far more profitable than stable-mucking). The work must be done by you, personally. You *do* get any money taken from the Items section, though this will not last long.

Further, if you go a full week without doing eight hours of honest labor at such a job, then any powers, skills, abilities, features or qualities you have from previous jumps will be locked, as will be any perks purchased here with CP. Further, your warehouse will be also locked and any items obtained in any way from previous jumps will be transported to it. These locks are removed as soon as you spend the requisite time at honest labor. Spending time honestly looking for work qualifies as honest labor for the purposes of your required work (provided you take a job when it becomes available), as does volunteer labor (such as helping a town build a wall). You are not also not penalized if you are restrained against your will from making the attempt to work. You will have a mental sense of warning if you are close to violating the work terms.

Restrictions against earning money through alternate methods apply to any companions or compatriots as well. Take note that the It's Been a Harsh Winter drawback will make it unfathomably difficult to find employment, so combining them may not be optimal...

Daily Bread (+200 CP; requires "Honest Labor"; +100 to each affected companion)

Your work requirement is now 8 hours per day, six days per week. Still a light load by medieval standards, but it'll do.

It's Been a Harsh Winter (+100 CP; +100 additional with Both Hands Tied)

The citizens of Spielburg are an unusually welcoming lot, friendly and helpful to random adventures/hobos who wander in town. With this drawback, that is a thing of the past. It's been a harsh winter, supplies are low, and the local shop owner is in no mood for penniless clown-school rejects asking about local events. No. Mood.

While you won't be run right out of town from the start, expect to be looked at, and treated with, suspicion by all intelligent inhabitants, who will tend to ascribe the lowest motives to your actions. They may rent you a room, but you can bet you're going to pay up front, and don't be surprised to find the last set of chainmail at a very steep markup. And they *definitely* won't be standing there while you run through a laundry list of topics to ask about. Acts of heroism may thaw relations a bit, but they won't really warm up to you unless you complete the Heroic Prophecy.

Companions paid for with CP are exempt from the effects of this drawback, and will regard you normally.

The Eye of the Ogress (+100 CP; +100 additional with Both Hands Tied)

The ogress and sorcerer, Baba Yaga knows you're here, and knows you are more than you seem. This does not make her *automatically* hostile, but she will be keeping an eye on you, through the creatures she controls, and through the magic she wields. She is also... not a nice person, we'll say, and is always interested in collecting interesting things. As soon as she thinks you're acting against her interests, expect her to take action. This does not grant her more power, nor does it give her information on the specifics of your powers, but she is a remarkable sorcerer in the setting, especially with curses.

In order to receive the CP from the following drawback, this must present a meaningful challenge to you. Being a challenge does *not* mean that it has to be a risk to your life, merely that it can't be easily overcome, that it is unpleasant at times, and that it requires real effort (of some kind) on your part to resolve completely. Baba Yaga's power can be scaled for this purpose *if necessary*. If there's no way to imagine it scaling to be such a challenge to you, then you cannot receive the CP for choosing it.

A Shadow Over Spielburg (+800 CP; cannot be combined with "Heroic Plotline")

In addition to the below, take "It's Been a Harsh Winter", "Monster Mash" and "The Eye of the Ogress" for no extra CP.

Something's gone terribly wrong. Baba Yaga, the legendary Ogress Sorceress once content to lurk on the edge of the valley in her hut, developed a further taste for power in the last few years. The Baron lies dead, his throne usurped by the witch. A band of brutal brigands are her ruthless enforcers. Erana's Garden has been corrupted, Erasmus the Wizard has fled the valley, and the passes are blocked by eldritch beasts. The potionmaker, Amelia Appleberry, is under a forced apprenticeship to Baba Yaga. The citizens live under a shadow of fear. Those that live at all.

You have a new victory condition: restore Spielburg valley to its former glory. You don't necessarily *have* to kill Baba Yaga, but you do need to ensure she will never be a threat to the valley again. Erana's Garden must be restored (which will require powerful magics), the brigands scattered, and a child of the Baron must sit on the throne once more (thus both of them dying is a loss condition, unless you are resurrection capable). Unfortunately, both of his children have been missing for years. You have ten years to make this happen.

Companion purchases are restricted with this drawback: the fox is a prisoner of Baba Yaga, Zara is trapped in a spell of torment, Brauggi has been enslaved as manual labor, and the Dryad is near death with the corruption of the forest. You may purchase the companions as normal, but must actually retrieve, help or free them in-story for them to continue as companions.

If you complete this drawback early, then you may proceed to the next Quest for Glory jump, under the same conditions as Heroic Plotline.

Heroic Gameplay Mode

This section is about replicating the challenge of the original game as closely as possible given the abilities and structure of this jumpdoc. It does provide some additional rewards, but they are probably not "worth" the risk involved. Thus, this is mainly for the challenge of it, or for something interesting.

In Heroic Gameplay Mode, you have the following restrictions:

- Take the drawbacks One Hand Tied, Both Hands Tied, Heroic Plotline, Heroic Timeline, and Heroic Progression for no CP.
- You may not take any other drawbacks.
- You do not receive an item or companion stipend. You *do* receive the 50 CP race stipend.
- You only receive free items from the item section, and may not purchase others.
- You may not import companions, or "purchase" new companions (though you can still convince others in-world to journey or fight with you). No pre-jump companions or followers can join you in any way.

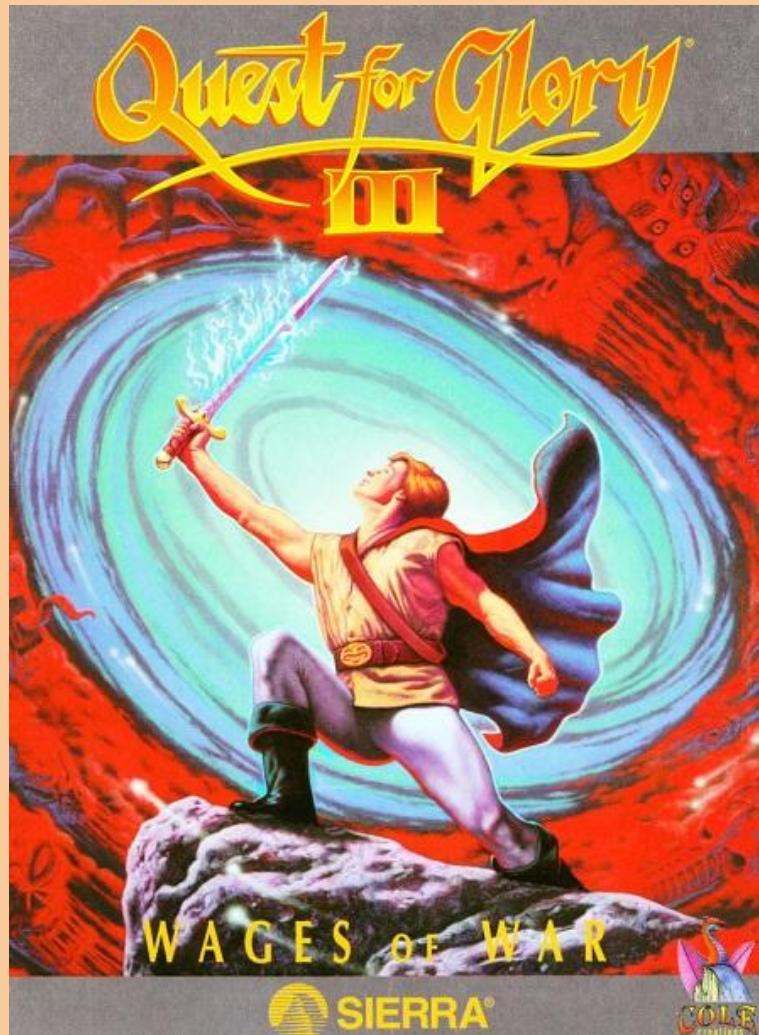
If you succeed in fulfilling the conditions of Heroic Plotline:

1. You immediately gain the following benefits for free. If you purchased any already, then you immediately get the CP that you paid for them.
 - Perks: So You Want To Be A Hero?, Who Needs A Dentist?;
 - Items: Adventurer's Guild (400 CP version);
2. You receive the drawback CP that you "gave up" previously (1000 CP), and the companion and item stipends that you gave up, which you may immediately spend, including importing companions and buying items. However...
3. **IF** you wish to continue with Heroic Gameplay Mode in the next Quest for Glory jump, you must *defer* spending this CP/importing companions, and you remain bound by the restrictions of this mode for the time being (except Heroic Timeline, which has no equivalent in the future jumps). You only have to defer CP/stipends from (2), not the rewards/reimbursement from (1).
4. When you finish Heroic Gameplay Mode in **all** Quest for Glory jumps that you wish to, you will be able to retroactively spend any and all deferred CP from these jumps.

END

If you succeeded in your goals, or survived ten years, you can move on to the next adventure, or head home with all your abilities and experiences so far. Or perhaps you wish to stay here? There's certainly much more to see. As a special exception, if you selected drawbacks with special goals which you failed to meet, but otherwise survived, you may still choose to stay here, even though the path to further jumps is blocked to you.

If you want to continue in Gloriana, your next step is...



Appendix: Bestiary

Listed are some of the more common foes you may encounter in the valley of Spielburg.

A green, lizard-like creature with a long tail and sharp claws, facing a knight.	The common Saurus is not the most fearsome of foes for a well trained adventurer, but do not let your guard down. Their bite, claws and horns are quite capable of laying low the overconfident hero.	A large, dark, cat-like creature with long claws and a long tail, shown in a dark environment.
A large, brown, lizard-like creature with a long tail and sharp claws, shown in a dark environment.	The vicious Saurus Rex is fast, brutal, and usually hungry. Their gaping maw of razor teeth is capable of rending in half the body of a man after their claws disembowel you. Fortunately they, like most vicious monsters in the area, are nocturnal.	Roving Brigands traverse the area. They may be satisfied with your money; if not, be prepared to fight for your life.
A large, blue, hairy creature with a long tail and sharp claws, facing a knight.	The deadly Troll is a fearsome foe, not primarily for its strength, but for its ability to regenerate. Even in the midst of battle his wounds can slowly repair themselves. They will not, however, return from the dead. Troll hairs are said to be an important ingredient in healing potions.	The exotic Mantray is one of the stranger creatures of Spielburg. A magical beast, these float through the air in a manner most unnatural, and are able to fire blasts of lightning at their foes!
A large, red, muscular creature with a long tail and sharp claws, facing a knight.	The mighty Ogre is perhaps the physically strongest of the foes you may face, capable of rending a man's body in twain with one blow of its spiked club.	The common Goblin is unlikely to pose a threat to any but the most inept of adventures. At least, by itself. However, goblins rarely work alone...

Appendix: Prophecy Spoilers

This section details the twist reveals of the video game this jump is based on. On the off chance you intend to play the game still... spoilers?. In particular, I will describe here precisely what must be done to qualify as having completed the prophecy, and be named the Hero of Spielburg.

- First, the curser of the land is, perhaps unsurprising, Baba Yaga. Years ago the Baron attempted to force her to leave the valley, and she in turn placed a curse, causing what he held dear to be lost, and the land to subsequently decline. The Baron's wife died, his daughter placed under a heavy enchantment, and his son transformed.
- The "man within the beast" is the son of the Baron, Bernard von Spielburg, who's been missing for a few years. He insulted a kobold shaman in the north, and was transformed into a bear, now tied as a guard. To complete this aspect of the prophecy, the spell on him must be broken. The Kobold Shaman has a key that can do so, though that is not obvious to a jumper without spoiler knowledge. Other methods of breaking transformations and curses may similarly work. This information can be potentially discovered by detecting magic near the chained bear, by approaching the Shaman diplomatically, or simply by observing that the bear acts very oddly.
 - As a note, Bernard is a condescending dick, and you may be tempted to leave him as a bear. No good; he has to be returned safely to his father. Of course, if you didn't take Heroic Timeline, nothing says he can't stay as a bear for at least several more years...
- The "child in the band" is the Baron's daughter, the much more capable, honorable, and pleasant Elsa von Spielburg. The enchantment has removed her memories of her life as the daughter of the Baron, though she retains formidable fighting skills, honed from an early age. Along with her natural skill, she could hold her own against a jumper with two ranks in the Swordcraft perk, as a comparison. In absence of memories, Elsa joined the bandits. Quickly rising through the ranks, Elsa now rules the bandit band, ironically being the feared bandit leader whispered about by the townsfolk. However, a spark of her kindness remains, and she limits the bandits to raiding and stealing, limiting their killing as much as possible. To complete this aspect of the prophecy, the enchantment on her must be broken. In canon, this is done with a dispel potion, but other methods you have to break powerful enchantments may work as well.
 - Elsa's former court jester and friend, Yorick, departed the castle several years ago seeking to find her. He found her indeed, but unable to break the enchantment, he instead now serves her as a mage of some moderate power, attempting, without success, to find new ways to remove the enchantment.
 - The Dryad of the Forest, in particular, has information on the nature of the enchantment, and in game is the one to point you in the direction of the dispel potion. Assuming you respect the forest and you approach her without hostility, of course.
- Driving the curser from the land is fairly clear: you must remove Baba Yaga. Killing her, or otherwise neutralizing her threat, qualifies. She is a very powerful sorceress, and in canon the hero gets lucky by using Erasmus' magic mirror to reflect one of her own spells on her, turning her into a frog and causing her hut to fly away in order to save her life. If you are a heavy hitter, you may be able to kill her outright. Certainly your prerogative.

Appendix: Notes & Changelog

- Quest for Glory: So, You Want To Be A Hero? is the first title in a five game series of adventure games which combine elements of RPGs with elements of Adventure Puzzle games. Consequently, this jump is hopefully the first in a series of five linked jumps (or perhaps DLC, we will see).
- Those curious can consult the [Famous Adventurer's Correspondence School](#) guide on how to be a hero.
- Jumpers should note that this is a low to mid powered jump, and you are not likely to find anything world breaking here (at least, not in the first game...) High level jumpers who are interested in actual challenges should consult the drawbacks section.
- Jumpers should also note that, although this jump is based on a video game, it does not follow video game rules, and the world will be very real to you. "Grinding skills" by repeatedly climbing a tree all day, for example, will not be very effective.
- The best introduction to the game is probably the let's play at <http://lparchive.org/Quest-for-Glory-1-5/>, though certainly it's not expected of you.
- If you want to, when selecting import/upgrade companions, you can "reserve" a slot for a companion you know you'll be getting from a *future* Quest for Glory jump, and carry over the CP for them to immediately gain. (This was too complicated/finicky to include in that section.)

Version History

1.x: see previous versions for 1.x changelog

2.0 Rework of many aspects. The biggest change is the changing of the discount system to a stipend system. Biggest perk alteration is to Slay Sense. Companion system changed significantly. Companion imports costs changed to match how I've done it elsewhere. It's strictly more generous than before.

2.1 added in option of discounts v stipends. Companion stipend. Elsa, Yorick, Bruno companions. Adventurer's Guild item. Undead Unguent item. Clarifications. Dryad can now be happy with Erana's tree. Gnome option.

2.2 (for QfG 1) Major revision to the 200 CP perks; split from 2 to 3 for each class. Alterations to discounts/free perks/stipends to compensate. Fighter (Vivacious Vitality, Magnificent Might, Stunning Swordsmanship), Magic User (Wizarding Wit, Magical Magnitude, Sorcerous Skill), Thief (Dextrous Dispatchment, Stellar Stealth, Agile Alacrity), Drop-In (Pun Pacification, Dashing Discourse, Masterful Marksman). Magic Spark functionality now subsumed into Magical Magnitude, so replaced with alternative 100 CP perk. No longer a "prerequisite" for anything. Dashing Diplomacy obsoleted by Dashing Discourse tiered perk, so replaced with Protected Protagonist (a form of plot armor perk) Each background got a second 100 CP perk. Friend of the Forest general perk added with multiple aspects 100 CP Item stipend added. Added functionality for each companion to 'contribute' 50 CP to the cost of the Adventurer's Guild item, if they are to be a member. Complete Starter Spellbook can still be shared, but only magically boosts learning speed for the purchaser. Heroic Progression drawback Formerly free races now cost 50 CP, but you get a 50 CP stipend. (So that each jumper doesn't just always take human, katta & Centaur for 'free', though they could do so across the three jumps if desired). Several new images added.

2.3

Heroic Timeline in QfG1 does not count against CP limit (this is to allow the same possible CP in QfG 1 as in the later jumps, due to the differing costs of Heroic Plotline. SYMMETRY)

+800 CP "super bad setting" drawbacks now also allow going to next QfG jump early when completed.

Dashing Discourse tiered perk renamed Dashing Diplomacy (after the old Dashing Diplomacy was replaced/removed). Dashing Diplomacy just sounds better. Item Stipend boosted 100 > 200 for protag., added to each jump (was supposed to be for each jump already). 200 CP for jumper, 100 CP for companions that get CP. Super finicky, so I left it to notes, but noted that it's fine to "carry over" CP from an early Quest for Glory jump upgrade option to give to a companion you gain in a later Quest for Glory jump. This is to prevent the earlier companions from having a clear advantage over the later ones.

Slight alterations to Zara's perk progression (nature perks 'delayed' one jump)

Alterations to Fox Friend perk progression (he now peaks at Champion of Nature (Drop-In & Thief) allowing him to shapechange if desired)

2.4

Fixes

So You Want To Be A Hero? Reduced to 100 CP

Companion stipends standardized to 300 across jumps (net boost). Can transfer a small amount between jumps.

Heroic Gameplay Mode added