



## CYOA EDITION

Podunk, USA - a sleepy little town in one of the flyover states somewhere in the Midwest. Hardly the place you'd expect to be the beginning of a grand adventure. But in the fall of 1965, an extraordinary experiment took place - an experiment breaking the boundaries of space, time, and even the universe itself! After years of failed experiments, Professor Sidney Ruffleberg created a miraculous device capable of transporting people to another world - and not just any world, but a world of their own designs, one where they could live out their greatest dreams and fantasies!

But what nobody knew was that a sinister force had been working against him and his designs from the very beginning. With one brilliant shot of electricity, he and his friends were catapulted not to their own personal utopias, but to a confounding, deadly nightmare from which there was no escape! To the world around them, it seemed like they just vanished one day... that is, if they even noticed their disappearances at all. As the years went by, the mansion which housed his marvelous machine moldered and crumbled, just another abandoned structure from Podunk's past.

And that's exactly how it would have remained if you hadn't come along. But you've been given a once-in-a-lifetime chance to follow the Professor Sid's ill-fated journey. You'll be propelled into Evermore, left to your wits, will, and any weapons you carry along for the ride. From there, it'll be up to you what happens next. Will you enjoy your time in this dream turned upside-down? Will you unravel the mysteries of the lands, and discover the Secret of Evermore? Or will its diabolical dangers overcome you, sealing your fate forevermore?

**You Gain +1000 CP.**

Assuming nothing goes awry, you're going to be spending the next ten years here. So sit down, get comfortable, and hold on to your seats, because the show is about to begin!

### ===Background===

Ordinarily, the only way in and out of Evermore is the mysterious machine in the Professor's ruined mansion. But you've been given a unique chance to choose how you arrive - including whether you ever came through the machine at all.

Hero (0 CP) - You're just an ordinary boy or girl, and in another setting you'd be absolutely unremarkable. However, you're obviously from outside of Evermore, and that gives you the potential to be quite extraordinary. You've got a choice, here - you can either have spent your life growing up in Podunk, spending years watching cheesy B-Movies at the Podunk Bijou and dreaming of adventure, or you can just skip that step and be thrown in here without fake memories. Either way, you're  $(1d8)/2 + 9$  years old.

Dog (0 CP) - Wow, is that really you? Needless to say, you've changed a lot - specifically, you're now physically indistinguishable from your everyday, average mutt. You've still got all your wits about you, though, making you far smarter than the average dog. Just like the Hero, you can choose between having spent a dog's days running around chasing cats in Podunk, or just dropping in wholesale with no memories of your former life. You're  $1 \text{ year} + 2d8 \text{ months}$  old, in the prime of canine health.

Inhabitant (100 CP) - Unlike the other origins, you were actually born in one of the three lands of Evermore - the ancient jungles of Prehistoria, the sandy ruins and markets of Antiqua, or the beautiful castles and frightening forests of Gothica. Evermore is the only thing you've ever known, and as far as you're concerned, there's nothing particularly remarkable about it whatsoever. Well, maybe the monster infestations. You're  $2d8+8$  years old, though you can add +20 or +40 to this number if you'd like.

Participant (200 CP) - History remembers that there were four other people who joined Professor Ruffleberg in his marvelous experiment. Well, it looks like history was wrong, because you're the sixth member of the experimental team, who joined the others in creating Evermore. What role you played is up to you, and depending on what you choose, you could have entered Evermore when you were  $2d8+8$ , +28, or +48 years old. Of course, that was 30 years ago... how fortunate, then, that Evermore ensures you haven't aged a day!

Regardless of what background you pick, you can pay 50 CP to choose any of the possible ages you could have rolled. As a bonus, you can also swap your biological sex if you'd like; otherwise, you're going to be the same one you started as.

===Starting Location===

If you're a Hero or Dog, then you're going to be thrown straight into Evermore from Podunk, which means it's anyone's guess where you're going to end up. Go ahead and roll on the table below, or pay 50 CP to pick any number from 1 to 7.

1: Fire Eyes' Village - Welcome to Prehistoria, the dream of every little boy or girl who ever wanted to study dinosaurs! You've landed just outside of the largest village in Prehistoria, led by the mysterious Fire Eyes. Though she may look like just a little girl, she's kept the Tribe in order for at least thirty years, and has some impressive firepower. It's a good idea to stay respectful! While the villages here are generally friendly, they're not used to strangers, and everyone's been a bit on edge lately since their Alchemist and Fire Eyes' assistant, Strong Heart, went missing.

2: Volcano Core - All the way on the other side of Prehistoria lies what used to be a dormant volcano. It's started getting awfully smokey lately, though, and there's worries that it might be because the Vipers are up to something. While these intelligent reptilian creatures used to live in harmony with the people of Prehistoria, it seems like someone's been riling them up, because they've been raiding nearby villages recently. They're definitely not fans of strangers, so you can expect to get into some very hot water very soon if they spot you!

3: Crustacia - The bad side of Antiqua, this shanty town is less an actual settlement, more a collection of makeshift shelters that ended up permanent. It's full of a vagrant crew of corsairs, rogues, and ne'er-do-wells, but unless you're interested in carousing and arm-wrestling, there's really not much to do here. To the north is a vast desert full of spiders, cacti, and tumbleweeds, while to the west you might be able to end up exploring one of the many ruins to be found in Antiqua. Where did the ruins come from? Nobody's quite sure, and honestly, odds are they were just put there for the sake of it.

4: Nobilia - Way across the burning desert sand lies the jewel of Antiqua. Easily the largest single settlement in the region, Nobilia is a bustling town filled with everything you could expect from a Classical Age society. There's a marketplace filled with traders, a Colosseum where eager townsfolk watch people from all across Antiqua come to get pounded into the sand, and if you're interested in the culture, there's always the Sacred Dog Statue. Unlike Fire Eyes, Antiqua's leader is the secretive sort, preferring to interact through his aide de camp, Pompolonius, but rumor has it he's got some lofty ambitions...

5: Ivor Tower - As you'd expect from a place called Gothica, Ivor Tower is pretty much the perfect little Medieval/Renaissance mash-up town. Its shining white walls contain what is commonly called the happiest place in Evermore, and features a bazaar, entertainment, and even an annual pig race! If you hurry, you'll be just in time for it. Ivor Tower is ruled by Queen Camellia I, a powerful woman who took up the crown after her beloved husband succumbed to madness, and moved the Kingdom from the dark and dreary Ebon Keep across the ravine. She doesn't have time for riff-raff, but the right sort might be able to impress her.

6: Ebon Keep - Formerly the crown city of Gothica, after the Queen ordered her people to make the pilgrimage to Ivor Tower, it's been little but a ghost town. While there are still a few residents hanging on, including a shopkeep with some awfully interesting stories to tell, it's mostly left to the rats. Rumor has it one particularly big one has taken up residence in the Keep itself, preventing anyone from entering as long as his reign continues. Of course, there's nothing important in that old abandoned keep anyway, except maybe an old mad tinker who's taken up residence there while he dreams of flight.

7: Escape Pod - Somehow, you wound up somewhere very bright, technological, and shiny! Unfortunately,

before you can really spend your time here, you're quickly ushered into an escape pod, and jettisoned away like refuse! The good news is that you're able to access the controls while it goes down, so you can pick any of the above locations for free without spending a single CP for the privilege. Bad news is that escape pod is starting to descend awfully fast, so you might want to go ahead and choose now!

8: Junkyard - Dank, dingy, and smelling like a sewer meets a scrap heap, the Junkyard is the very bottom of the mysterious floating space station known as Omnitopia. Home to Doctor Sidney Ruffleberg himself, he watches over everything which goes in on Evermore from somewhere within its heart. Finding the good Doctor might prove to be a bit of a challenge, though, because it's filled with all the deadliest things in Evermore, including a particularly dangerous strand of cybernetic plant called the Flowering Death for a very, very good reason. You'll need to explore carefully if you hope to get through here in one piece...

If you're an Inhabitant, on the other hand, you can choose to start in any of the locations from 1 to 6. The location you choose will determine what your background is, and which of the three lands you call home. 1 or 2 means you were born in Prehistoria, 3 and 4 means you're from Antiqua, and 5 or 6 means you're native to Gothica. If you'd like you can go ahead and roll after picking which of these locations you originally called home, but expect to have quite the interesting set of memories explaining just how you went from your native home to wherever you wound up.

On the other hand, if you're one of the Participants in the Evermore Experiment, then you have a unique opportunity. Instead of winding up anywhere, Doctor Sid helped you to create your own personal utopia, and added it into Evermore for you! Pick what kind of theme you wanted it to have, but keep in mind that there are three rules you've gotta obey when making it up.

1: It's gotta be something which either happened in Earth's history, or could potentially happen on Earth without too much sudden introduction of weird technology. If you want a Post-Apocalyptic Wasteland, that'll be fine, but gleaming cyborg towers wouldn't work. Omnitopia is the only exception, and you can't have a second Omnitopia. Just visit Professor Sid sometime.

2: Keep it safe for Elizabeth. Doc Sidney might be sympathetic, but he's bringing his granddaughter along for this trip, and she's the curious sort who likes to go traveling. Roaring 20s Chicago would be fine and dandy, but a harem's not going to be an option.

3: Don't ruin anyone else's fun. Evermore was meant to be enjoyed by all the members of the experimental team, so he's not going to make World War II unless it's going to stay in your miniature Europe instead of conquering Gothica.

Finally, keep in mind that whatever Utopia you might have designed met the same fate as everywhere else in Evermore. It might start out as your greatest dream, but it's now filled with hungry monsters and sinister plots, with no escape to either in sight.

### ===Abilities===

You might be able to make it with just your guts and whatever you happen to scrounge up along the way. But in order to have the best chance of success in your quest, there's nothing quite like getting some extra skills to help you save the day. Pick anything you like, as long as you've got the CP - Free means you can get it without paying, Discount means it's half price.

**Weapon Charge (200 CP) (Discount Hero, Dog)** - Why should blue robots and bounty hunters have all the fun? When holding a weapon you're skilled in the use of, you can begin to charge power within your body, focusing it for a powerful blow. You can hold this charge as long as you want, then release it in a brutal strike using far more strength than ordinarily possible. These attacks easily lead into other attacks as well, setting yourself up for a combo worthy of a kung-fu action movie. The better you are with a weapon, the more you can charge it, and the better you charge it, the stronger the final attack.

**Alchemist (200 CP) (Discount Inhabitant, Participant)** - Considered a lost art, the science of Alchemy has reawakened in Evermore, and you've been trained in its use. By combining ordinary ingredients together using an alchemical formula, you can transform them into effects that can only be described as magic. You know both Light Alchemy, the art of healing or protection, and Dark Alchemy, the art of attacking. While it's theoretically possible to learn Alchemy at a later point in Evermore, this will let you skip the training and get straight to the mixing and casting, and will make you significantly better at it to boot.

**Movie Buff (100 CP) (Free Hero)** - Growing up with nothing but the Podunk Bijou for entertainment has given you a lifelong appreciation for cheesy B-Movies - and you'd be surprised just how useful that is. For one thing, you'll have a quip, quote or reference for every occasion. It's a good way to lighten things up, and it'll genuinely boost the morale of whoever you're working with, even if they don't quite get the joke. Plus, it's really hard to surprise you, because quite frankly, you've seen it all. Admittedly, you saw it on the silver screen, but you know how good special effects are these days.

**Ring Menu (200 CP) (Discount Hero)** - Carrying around a lot of equipment, items, and ingredients can be awfully bulky. Luckily, you don't need to bother with all that stuff. Any item small enough to carry around can be transferred to this storage space, floating just outside of any known dimension and waiting for you to call it back. Just select the item from the handy floating magic ring, and it'll reappear exactly where you need it - a weapon in your hand, armor on your body, alchemic ingredients mixed and ready to go. Of course, there's a limit to what can fit there. What is it? Experiment a bit, you'll figure it out.

**Saw It In a Movie Once (400 CP) (Discount Hero)** - You ever hear the phrase "Kids, don't try this at home?" You might want to ignore that from now on, because you can actually pull off all those things you see on the silver screen. If you have any idea at all how to do something, then the moment you try to actually put that skill into practice, you'll pick up on the basics. This even works if your only prior exposure was totally cinematic and not at all representative of how the skill works in the real world, as long as the layman wouldn't know any better. However, this will still only make you a talented beginner; anything else has to come from actual experience.

**Practice Makes Perfect (600 CP) (Discount Hero)** - While you may not be particularly smart or talented, you are awfully darn persistent. Turns out, that's enough. As long as you continue practicing a skill, you're guaranteed to get better at it a little bit at a time. It doesn't even matter how you're practicing - rote learning is just as good as practical experience as far as you're concerned. You'll subconsciously correct any flaws, discover new techniques, adapt to new situations, and otherwise make the same progress exactly as if you were actually training under real-world conditions in a wide variety of situations.

Part Bloodhound (100 CP) (Free Dog) - You've got quite a nose on you, making you really good at sniffing things out. Just set it to the ground, and you'll be able to follow pretty much any trail which hasn't gone completely cold. Try to remember a specific scent, and if it's in the vicinity, you're going to find it pretty quick. Or, if you'd prefer, you can just sniff for a bit and see what kinds of smells intrigue you, and sniff out anything which might be of interest. Don't worry, by the way - this will still work if you're not a dog. You just might get some weird looks and some pointed comments.

Dogged Persistence (200 CP) (Discount Dog) - You might get knocked down, but it's really hard for you to get knocked out. As long as you're not dead and your body is physically capable of functioning, you're able to keep going almost indefinitely. You won't be able to keep fighting, mind, or even move faster than a limping walk, but anything which wouldn't cause an ordinary person to break into a sweat is fair game. Plus, your injuries won't worsen as long as you (or someone else) doesn't intentionally exacerbate them, letting you crawl back to somewhere safe to lick your wounds in peace.

Good Dog! (400 CP) (Discount Dog) - You've finally achieved the lofty goals of ancient dogkind, and figured out what the humans around you actually want. As long as you have a close relationship with a person, you can instantly figure out their mood, wants, and needs, as well as what you can do to make their lives better, all without them saying a word. If they're further away, then you can still make a mental construction of how they were when last you saw each other, and use that construction to figure out what they'd want you to do in a given situation. While this becomes less accurate the longer you're separated, in the short-term it's just as good as having them right there alongside you.

Not Yourself Lately (600 CP) (Discount Dog) - A jolt of electricity scrambled your DNA, making your entire body unstable! Or something like that - just run with it. Anyway, whenever you enter a new biome, your body will undergo an instantaneous adaptation, transforming you into a new form ideally suited for that environment. A dangerous prehistoric jungle? Maybe you'll go from little dog to giant wolf. Dog-worshipping desert city? Guess who looks like their sacred idol. Futuristic space station? You've got a built-in blaster cannon. Each form is lost when you move on, but don't worry - the new one should be even better. You can toggle this off if you want, either turning back or locking you in your current form, but why would you?

Gatherer (100 CP) (Free Inhabitant - Prehistoria) - Gathering may not be as glamorous as chasing down mammoths with a spear, but it's a vital skill for living in a preagrarian society, and it's one you've mastered. Even if you don't need to scrounge up roots and berries to survive, it's still incredibly useful in day-to-day life - you'd be surprised what people just overlook. Trinkets, alchemic ingredients, hidden weapons, cleverly-camouflaged secret passages... one glance, and you've spotted them all. Keep in mind that you still won't spot the invisible man; you don't actually see any better, you're just better at seeing.

Shrewd Trader (100 CP) (Free Inhabitant - Antiqua) - So it's four bags of rice for a jar of spice here, and three jars over there, but jars are two bags of rice each... bah, who can keep track!? You can, actually. You're a born bargain-hunter, able to easily keep track of what's available in an area, and quickly track down the cheapest sellers and most generous buyers. You're also extremely good at figuring out what's the most and least someone will accept, and talking them down to the point where they're not happy about the deal, but not so unhappy that they'll refuse to do business with you in the future.

Pathfinder (100 CP) (Free Inhabitant - Gothica) - First it was the Chessboard maze, then it was the sewer systems, then they started putting up boxes in the market, and now everything's just confusing. But you've learned to take it in stride, and as a result, you've become extremely good at navigating mazes. You pick up on all the subtle signals which help you find your way out, and the much more subtle signals for where someone decided would be good and deep enough to stash their loot. It's also really good for organic mazes too, such as navigating through darkened forests full of leering Oglins.

Hunter (200 CP) (Discount Inhabitant - Prehistoria) - Alright, the gathering thing is important, but this? This is what it's all about. You're an adept at hunting down prey, able to track it, follow it, and bring it down with practiced ease. But the most important trick you've picked up is how to make each critter you bring down really count. You're far more likely to find useful items in the carcass of a recent kill than you otherwise would have been, even if it doesn't necessarily make any sense. Why is a mosquito carrying around ethanol again? You're not sure, but you're just going to go with it.

Archaeologist (200 CP) (Discount Inhabitant - Antiqua) - In a society that comes with its own ruins built in, actually figuring out what the blasted things are supposed to be can be a vital survival skill. Lucky for you, it's one you've made your own. At a glance, you can figure out where an artifact or structure originated, what its likely purpose or significance was, and how it's likely used. More thorough examination will reveal even more, to the point where you can understand entire cultures from their remnants. Also, you're now a fair hand at solving puzzles, if only because so many ancient societies were fascinated with them.

Tinderbox Triplet (200 CP) (Discount Inhabitant - Gothica) - You have the most fascinating mind, the kind that responds to the novel not with just surprise, but curiosity. Whenever you see something you don't understand, your mind instantly zooms into overdrive, eagerly trying to figure out exactly what it's doing and how you might be able to reproduce that new effect. Seeing a bird in flight might inspire you to create artificial wings, while watching a crashing escape pod zooming across the sky might fill your brain with images of possible propulsion systems using whatever you have lying around.

Maybe You've Heard Of Me (400 CP) (Discount Inhabitant) - You may have gone everywhere and done everything, but the fact of the matter is some people will still stare blankly when you announce your name. Well, not anymore. Whenever you do something notable, stories of your deeds will spread like wildfire, and the more you do, the faster they'll spread. In fact, if your exploits are notable enough, people will even recognize them if they have no reason to, such as the fact that your heroic acts took place on another world. Of course, that'd take something big, like saving the world or walking on the moon.

This ability can be disabled, causing people to only spread your stories if they'd be inclined to do so naturally, but people won't just magically forget anything they've heard.

Formula Formulator (600 CP) (Discount Inhabitant) (Requires Alchemist) - Learning new alchemical formulas is pretty easy once you've got the basics down. You, on the other hand, can do something much more difficult, and much more impressive. With careful experimentation and tinkering, you can create your own formulas, allowing you to unleash entirely new alchemical effects nobody's ever seen before. Stronger or more useful effects will generally require rarer ingredients, and they usually need to relate to the effect in some metaphorical way, but as long as you keep those rules in mind you'll be coming up with new alchemy in no time.

Antiquarian (100 CP) (Free Participant) – Something about the past has always just called to you. You're now a serious history buff, as if you've received an education in history from a prestigious institution. Additionally, one era has particularly caught your fancy, and you've managed to pick up pretty much everything there is to know about it, including how it began and ended. This can be any broad era of Earth's history: The Mesozoic, the Classical Age, and the Medieval Period are all fine examples. You can even pick the future, although that just gets you an encyclopedic knowledge of futurist theories and sci-fi stories rather than actually letting you know how things will go down.

Fantastic Leader (200 CP) (Discount Participant) - No matter how ordinary you were before you came to Evermore, something about whatever brought you in here has made you someone extraordinary. People now naturally look to you for leadership or guidance, and you'll quickly find yourself in a position of

power whenever you become part of a group or society. Better yet, you've now got the mental equivalent of thirty full years experience in being a ruler, regardless of how old you actually are or whether you were in power for that long. Put them together, and you could easily run a whole society, and do a darn good job at it too.

Call Up (400 CP) (Discount Participant) - People are always going to need your help, and unfortunately, you just can't be everywhere at once. Or can you? You can, because you've learned how to create Call Beads. You can make of these fragile little blue baubles per week, then hand it out to whoever you want. If someone then crushes the bead, you'll instantly appear at their location, allowing you to perform a single technique before the magic of the Call Bead fades and you return to where you were before. Just don't be surprised when you break one yourself and nothing happens. I mean, you're already where you are, right?

Magic of Imagination (800 CP) (Discount Participant) - Evermore was created by Imagination, and Imagination still has a lot of power in Evermore. Whenever you find a place that captures your Imagination, somewhere you can truly call home, you can tie yourself to it, turning it into an imaginary world in your mind. By focusing on that image, you can use the primal power of Evermore to unleash effects that can only be called magic, stronger than Alchemy and without the cost. The effects you create have to relate to the place you're tied to, though; an ancient volcano might inspire you to create blasts of flame and sparks of life, while a decrepit space station could give rise to blasts of electricity, disruptive pulses, and magical targeting systems. Just remember that you can only have one place like this at a time, and if it ever loses its power over you, you lose your power over the world as a result.



===Items===

**Amulet of Annihilation (400 CP):** Nobody's quite sure what this mysterious artifact does, but with a name like Amulet of Annihilation, it's gotta be something pretty amazing, right? Maybe it's the component for some ultra-powerful Alchemy? Maybe it's the secret to unlocking an entire new lost realm! Impress your friends, frighten your foes, and pick up an All-Powerful Amulet of Annihilation today!

**A Bone, A Claw, and A Stick (50 CP) (Free Hero):** They may not look like much, but this motley collection of tools has got it when it counts. Perfect for mangling mosquitos, hacking your way through thick overgrowth, and throwing at monsters on the other side of a river, they're made from the best materials the stone age has to offer. They're guaranteed never to chip or dull... OK, maybe not that last one for the Femur of Fury, but it's still not going to crack any time soon.

**Ancient Artifacts (+50 CP):** There were a lot of advances in metallurgy between the Stone Age and the Bronze Age. Like, for example, the entire field of metallurgy. Why not pay a bit more and benefit from this stunning advancement? You've upgraded to a bronze sword, axe, and shield, all of which are razor-sharp and seriously sturdy. You could bash down a stone wall with one of these. Well, a collapsing one, at least.

**Heavy Metal (+50 CP):** Why stop at the Bronze Age, or even the Iron Age, when you can go right to the Age of Steel? For a little bit more, you've now got yourself a genuine medieval sword, battle-axe, and lance, all of which are incredibly well-crafted and quite beautiful as well. The axe is strong enough to chop through barricades in single blows, and the other weapons all just about as heavy-duty.

**Omniopian Arsenal (+50 CP) (Free Hero):** If you've already come this far, why not see what the Future has to offer? Made of a high-tech blend of plasmafied metal and solidified energy, these weapons are incredibly lightweight, sharp enough to chop through individual atoms, completely unbreakable, and glow with enough light to let you see in the dark. How could you possibly say no?

**Bag of Treats (50 CP) (Free Dog):** These tasty treats are pretty much the best dog biscuits money can buy. Full of all the nutrition a dog needs, they've also been baked with honey from one of Evermore's restorative flowers, giving them a potent restorative effect. They're also incredibly tasty, to the point that you'll snap them up even if you're asleep or unconscious as long as they're tossed close enough to your mouth. Well, assuming you're a dog. Humans might find them a bit less palatable. A purchase gets you six dog biscuits, and as long as you're down one you'll get another each day when you wake up.

**Survival Kit (50 CP) (Free Inhabitant - Prehistorica):** It's dangerous to go wandering around in the jungle by your lonesome, unless you've got something to patch yourself up when you're injured. While the medicine in this kit may seem primitive, it's as potent as they come: Six poultices made from petals from the healing flowers; three jars of the curative nectar which collects inside of them, and a single comb of honey made from said nectar, which is easily the equal of any healing potion and extremely tasty to boot. The petals are regenerated each hour, the nectar in a day, and the honey every week, up to full capacity.

**Trader's Satchel (50 CP) (Free Inhabitant - Antiqua):** While this Classical-era satchel might look perfectly ordinary, it's got an unusual secret - it can hold one shy of a hundred of any type of good, as long as that good is commonly used for trading purposes. It even comes with enough supplies to get you well on your way: Ninety-nine bags of rice, jars of spice, and fine clay pots. All are of the finest quality, and if used for cooking or storage purposes will replenish themselves a day after they're used up. Any you use for barter purposes are permanently gone, but that's why you have spares.

**Ticket to the Show (50 CP) (Free Inhabitant - Gothica):** Unusually finely made for a ticket, this stub offers admission for one daring soul to Percevel Plan's Exhibition of Cultural Oddities, a traveling sideshow

promising inconceivable deviations from the natural laws, spine-tingling absurdity, and oddities that will make you ponder the principles of our existence. It's kind of a let-down, but the ticket sure isn't. Whenever you visit any entertainment venue, from a carnival to a gala, it'll reconfigure itself to match. You'll also find it back in your pocket each day after spending it, so it'll get a lot of use.

Treasure Trove (50 CP) (Free Participant): Raptor talons, semiprecious jewels, golden coins, or credits, money's money no matter where you go. You've received a whopping 80,000 Credits worth, which you can convert to any denomination of your choice. While each of the Regions of Evermore will only take their own currency, money-traders are pretty common, and the standard exchange is two Credits to the Talon, two Talons to the Jewel, and two Jewels to the Coin. It's still a sizable sum however you take it.

Amulet of Annihilation (200 CP): Alright, alright, I understand. You're not going to spend that much on something when you don't even know what it does, right? So I'm going to cut you a break. You know you want to unlock all the mysterious powers this beautiful amulet has to hold, right? It's a steal at 200 CP.

Magic Gourd (100 CP) (Free Alchemist): On the outside, it looks like just a handheld storage gourd, though it's a bit of an odd-smelling one. Inside, however, it has a nearly-endless storage capacity; it's capable of holding up to 99 of any item, as long as that item is useful for an alchemical Formula you or someone else in Evermore knows. Whenever you open it up, the exact ingredients you were looking for in the exact proportions you wanted will be waiting for you. It also comes stocked with twenty units each of water, oil, wax, clay, roots, crystals, and ash, which is everything you need to get started.

Charm Pouch (200 CP) (Discount Participant): It's another perfectly ordinary-looking pouch, so you've probably figured out the drill right now. This one is designed to hold magical talismans, everything from cloaks to capes to magic sticks. It's got its own special twist, though; any item you store in here will act as if you're wearing it, unless you actively choose for it not to. While you can't wear anything you couldn't under ordinary circumstances, like two rings if you're from the kind of place where rings don't work together, it'll still let you benefit from all your magic weapons without looking like a 1930s movie starlet.

Jaguar Tooth Ring (100 CP) (Free Weapon Charge): This might not look like anything more than a primitive leather band set with jaguar teeth as a decoration, but it's got power where it counts. As long as you wear it, you can run at least as fast as a jaguar, and if you could run faster than one you're now faster still. It draws its power from your natural energy, leaving you tired quickly, but if you've got the Weapon Charge skill it'll draw from the energy you've accumulated instead. Better yet, it drains it slower than you charge, so as long as you're OK with a weird noise in your ear, you can run basically forever.

Moxa Stick (100 CP): Someone spent a lot of time making this stick, because it's formed out of dozens of mugwort roots pressed together until they reached the structure of wood. As long as you hold this stick, you feel warmth running through your body, and you swear it's boosting your natural healing ability. It's not, but any unnatural healing abilities will now be more effective when used on you, or used by you. That includes medicine, magic potions, alchemy, and pretty much anything else you can think of. Handy!

Jade Disk of Emperor Qi (100 CP): Carved from a single beautiful lump of Jade, this ornate disk could fetch a pretty penny, but you're probably better off wearing it as a pendant. As long as it's on your body, you'll feel an almost precognitive instinct whenever you're trying to hit a target, whether that's in melee combat or at a range. It's enough to adjust your aim on the fly, and while it won't make a huge impact, it'll still let you make a near miss into a glancing hit, or a glancing hit into something solid.

Ruby Heart (100 CP): You're not quite sure you could call this a heart, but this irregular lump of ruby seems to pulse with an eerie power and that's good enough for you. The more injured you are the faster

the heart beats, and if you reach a point where you're in critical condition, it'll create a subtle protective effect around you to keep you safe. It's not going to soften any blows, but it'll bounce away an attack that was about to hit you in a subtle way often enough to make a difference.

Staff of Life (100 CP): Beautiful and ornate, this is the sort of staff a priest or leader uses to really get the congregation riled up. As long as you're holding it, or it's on your person, you feel like you're being watched over by a higher power. I mean, aside from Doctor Sid. Unlike the Ruby Heart, it won't stop blows from hitting you, but it will soften the effect of any that do manage to land. It's no substitute for armor, but it works really good if you've got some armor to go along with it.

Sun Stone (100 CP): A beautiful golden gem which shines with pure solar energy, the Sun Stone is perfect for lighting up your life. You feel invigorated whenever you've got it on your body, like you could run further, jump higher, and fight for much longer. Some of this is just psychosomatic, but its energy really does flow into you, giving you significantly more of it than you'd have without it. It works best when charged in sunlight, but can last a long time without a recharge.

Thug's Cloak (100 CP): This green cloak is kind of eerie looking - you swear you can see glowing eyes in it whenever you're not wearing it. As long as you've got it worn, it'll hide your face in a way that looks totally cool and ominous, though anyone really trying will be able to make out your features. It also gives you a slight precognitive instinct, letting you dodge out of the way of blows that would otherwise hit you as long as you've got it on. It's not as good as the Ruby Heart, but it's always active.

Wizard's Coin (100 CP): No human hand made this eerie golden coin, which is decorated with a strange face that vaguely resembles one of the Oglins. It's definitely not legal tender, though the gold content might be worth something, but it's much more useful when worn as a charm. Keep it on your body, and it'll soften the effects of any hostile magic directed at you in a noticeable way. It'll also be a rare example of a perfectly fair coin, and it'll come up heads exactly 50% of the time when flipped.

Amulet of Annihilation (100 CP): You're a pretty shrewd trader. Alright, let's stop fooling around. I know you want this, you know I want to sell it to you, so let me cut you another break. All I'm asking is a measly 100 CP. Be a part of the Evermore experience, buy your Amulet of Annihilation today!

Armor Polish (200 CP): Nobody's quite sure what's in this little lapis jar, but whatever it is, it's super-effective. When rubbed into any armor you can think of, it'll give it a beautiful shine, regardless of whether it's leather, metal, or even something that really shouldn't work on like cloth. It'll also make the armor significantly sturdier, letting it stand up to blows which would have crushed it before, and allowing it to disperse the force much more effectively. It contains enough to apply a single coating to human-sized armor, and lasts for about a week. Fortunately, that's how long it takes the jar to refill itself.

Silver Sheath (200 CP): It's a bit of a misnomer, because this sheath is just about as much gold as it is silver, but whatever it is, it's really beautiful. It's also got a powerful magic to it which causes any sword or sufficiently sword-like object you store it in (a large femur, for example) to become much sturdier and sharper. Well, you know, if it's something that can get sharp. The bone's still going to be a bone. It's going to be a much stronger bone, though, because any weapon you've been storing in here will hit a lot harder than it did before, as long as you've kept it sheathed at least a day prior to use.

Chocobo Egg (200 CP) (Discount Dog): I'd call this the egg of an extinct bird, but that's kind of a misnomer because Chocobos never actually existed in Evermore. Who knows where it came from? Cecil? Anyway, it's never going to spoil, and is surprisingly tasty, but you're probably better off just keeping it on your person. As long as you do, it'll permeate you and all your friends with its magic, making you a whole lot harder to kill. We're talking twice as much as the average person, though if you're already tougher it'll

only add on another average person's worth of vitality to you, which is still more than most people have.

Oracle Bone (200 CP) (Discount Dog): You're not really sure what kind of creature this came out of; it's kind of similar to a chicken's wishbone, but honestly looks more like an ivory tuning fork than anything. As long as you've got this somewhere on your person, people are going to be a little bit more likely to reveal information than they would have without it. They'll gossip about important rumors, or accidentally let passwords slip, or maybe just reveal the name of that person they're crushing on. You might even be able to get some recalcitrant alchemists to take you on as pupils if you've got it with you!

Amulet of Annihilation (50 CP): OK, OK, you've proven you're a master of the deal. I'll let you have this beautiful Amulet of Annihilation for only 50 CP, but that's my final offer. You're too shrewd for me to be dealing with, but I'm going to go ahead with this, because I like you. Seriously, 50 CP. Do we have a deal?

A Bazooka! (200 CP) (Discount Hero): Wow, be careful with this one! This is a bazooka almost as big as you are, though it's surprisingly lightweight. It's gotta be Omnitopian technology, because it's far more advanced than anything you'd see even on a military base. When fired, it's got enough recoil to launch you halfway across the room, but its high-tech shells will make short work of nearly anything that crawls, swims, or flies in Evermore. In a pinch, it's also sturdy enough to bash things over the head with it. It comes with fifty "Thunder Bomb" shells, but if you want more you'll need to look for them.

Bugged-zooka! (+200 CP) (Discount Hero): Huh, that's weird. The ammunition compartment for this Bazooka has fused shut, although it looks like someone loaded it up with a single "Cryo-Blast" Omnitopian Shell. Weird thing is, whenever you fire it, that shell won't get used up. Oh, the blast that comes out sure hits like a Cryo-Blast, but it's never actually used up. While it takes a second for the gun to reset between shots, you could basically fire this bazooka for the rest of your life.

Windwalker (200 CP) (Discount Inhabitant): This definitely isn't the most elegant flying machine you've ever seen, but for someone working in the Medieval era, it's downright extraordinary. Made of wood, canvas, and a coal-fired engine, it's capable of flying high into the sky, and zooming well around all of Evermore at a pretty respectable speed. It never quite seems to run out of fuel, either, meaning you can basically soar around anywhere you'd like to visit. Landing might be difficult, though, so make sure you aim for a nice large clear spot. Maybe near one of those fire pits?

Aeroglider (+200 CP) (Discount Inhabitant): Ooh, now this is something extraordinary. This beautiful red one-man ship might have been designed to act as an escape pod, but it's perfectly capable of flying you anywhere in the world at impressive speed. It's environmentally-sealed, and has enough thrust to get you into space, though it doesn't seem to have any hyperdrive or FTL capabilities. Still, if you ever wanted to get up to Omnitopia without a makeshift spacecraft, this is your chance!

Mysterious Notes (600 CP) (Discount Participant): Yellowed with age and well-creased, this full sheaf of notes depict the workings of a massive machine, as well as a full detailed accounting of the science behind it and how to create it. It looks like reading through here will tell you how to create your own Evermore machine, as well as how to program it to create your very own Utopian world! Unfortunately, it looks like you can't create another Evermore while you're in Evermore, though; there's a section of the notes which make it very clear that the Evermore machine has to be activated in the user's home dimension in order to achieve sufficient dimensional stability to generate the alternate reality.

Amulet of Annihilation x 3 (50 CP): Alright, look, you win. OK? You've haggled me down, but this is as low as I can go. Not one, not two, but THREE of the All-Powerful Amulets of Annihilation for a mere 50 CP! I really can't go any lower than this, so why don't you go ahead and take the deal, OK? I'm not doing any more business with you, though - you're just way too shrewd.

### ===Companions===

Evermore might seem like a pretty awesome place, but it's gotten really dangerous lately, and it's even more dangerous if you're trying to go alone. Why not take some of your friends along, or make some new friends? As always, you're limited to eight Companions at a time, but you can import as many as you'd like anyway; the extras will be waiting for you to call on them.

Chess-Playing Robot (0 CP): Hmm, what do we have here? This may look like an ordinary butler, but he or she is actually an extremely cleverly designed automaton, perfectly designed to resemble a human being. They're programmed to do the household chores - clean the gutters, greet the guests, organize the laboratory, tidy up, everything a good servant needs to know. They've also been given an immensely powerful artificial intelligence, and are smart enough to give you a run for your money when you want to play chess. As long as you don't alter their basic programming, they don't even take up a Companion slot. Surely you can't do wrong with this one-of-a-kind machine.

The Hero... (200 CP) (Free Dog): This young boy or girl hails from the town of Podunk, the very same place where Doctor Sid's experiment took place. With not much to do in Podunk, they spent their youth catching double-features at the Podunk Bijou and dreaming of living those cinematic adventures. Precocious and clever, they're a natural hand at picking up new skills, and surprisingly talented with weaponry. Maybe they learned it from all the movies? You can also import an existing Companion into this role if you'd prefer. Either way, they get all the Hero skills, including Weapon Charge, but also the Pop Culture Addict drawback.

...And his Dog (200 CP) (Free Hero): He or she might look like an ordinary mutt, but they're definitely something extraordinary. They're as smart as the average person, which means they're not just capable of ordinary tricks, but can follow downright complex orders, and they've got a feisty personality that makes them the perfect dog for an adventurous youngster. If you want, you can import a Companion to this role, but don't blame me for what happens afterwards. New pup or old dog, they've still picked up several new tricks; they get all the Dog skills, including Weapon Charge, but also the Forget About The Cat! Drawback.

Personal Assistant (200 CP) (Free Participant): Evermore might have been the world you were dreaming of, but it's still going to be really hard to make it on your own. Fortunately, you've got someone here ready to help you. Male or female, of the age you choose, they can be anything from a trusted adviser to a big brother to a beloved spouse depending on your choice. You can also import a Companion to this role, though it won't change their personality at all. Regardless of which choice you make, they'll get 600 CP to spend on Inhabitant abilities, which are all discounted, and also gain the Alchemist ability for free.

Friendly Villagers (50 CP) (Four Free Inhabitant): While most of Evermore's inhabitants are content to spend time in the safety of their villages, you've managed to pick up one or more of the ones who are actually interested in setting out on some adventures. They've all got the basic skills they need to survive in one of Evermore's three environments, as well as the 100 and 200 CP ability for an Inhabitant of that region. You can buy as many of these Villagers as you'd like, and can choose where each one hails from, as well as whether they're an actual new friend or one of your Companions who just gained the Inhabitant background.

### ===Drawbacks===

Need some extra points? You could always go ahead and make things a little more complicated for yourself by taking one or more of these drawbacks. Each gives you some extra CP up to a total of +600; after that, anything else is just a self-imposed challenge for your own entertainment.

**Pop Culture Addict (+100 CP):** You've got a quip or quote for every occasion, alright - and boy, will you ever be using them. You'll be unable to stop yourself from quoting your favorite characters, referencing your favorite entertainment media, and spouting off your favorite memes to anyone who might be around to listen. Unfortunately, nobody around here is going to get the references, so all you'll do is come off as irritating and weird. If you've got the Movie Buff skill, that only applies to the ones you choose to make; any references forced out of you by this drawback are guaranteed to go over like a lead balloon.

Think you're immune because you're a dog? I hope you like the Snoopy Dance.

**Forget About The Cat! (+100 CP):** Somehow, your journey into Evermore came with an unexpected guest. Looking for all the world like a perfectly unremarkable orange tabby, this little kitty has decided that the best use of its time is antagonizing you to get revenge. You'll never catch it, you'll never even hurt it, and every so often, it's going to do something to provoke you into running off after it, and something about it makes that urge almost impossible to resist. You'd better resist anyway, though, because you know this little jerk is plotting something, and if you follow it, things will always take a turn for the worse.

**Don't You See? (+100 CP):** Maybe you spent a little too much time around a certain preacher in Nobilia, because you've now become completely convinced that you're just a character in a video game. It's so convincing that you're now starting to see things in third-person aerial view. This might seem useful, but it's an older game, so you can't adjust the camera angle at all, and anything you can't see from overhead may as well be invisible to you. It also makes it an awful lot harder to control your own movements, since everything is coming from a different perspective.

**Evasive Adversaries (+200 CP):** You may want to reconsider that baseball career, because for some reason you just can't seem to hit things. Any enemy you fight now has the ability to evade your attacks, even if you've got them dead to rights with a swing right through their center of mass. They won't dodge or anything, the attack will just somehow suddenly miss, as if they weren't just standing there. Most monsters have a reasonably low evasion rate, but fast or powerful monsters can have a frustratingly high one. This isn't just for physical attacks, either; anything you try to do to an enemy will be subject to the evasion chance.

**Incredibly Formulaic (+200 CP):** You're probably used to the "can't use your superpowers" drawback by now, right? Here's a plot twist - you actually can! It's just going to be a lot more difficult, because all your abilities are now Alchemic formulas. Any time you want to do anything out of the ordinary, you'll have to dig up the right two ingredients and mix them with Alchemy, and while that'll only take a second, it's still a distraction in a dangerous situation. Plus, the more useful your ability is, the rarer the ingredients you'll need, and the more expensive it'll be to stock up in town.

**Evil Twins! (+200 CP):** Looks like your landing in Evermore was a bumpy one, and your Companions have been scattered across all three Lands. This wouldn't be such a big deal, but someone's gone and constructed a bunch of evil robot doppelgangers designed to imitate them, and taken advantage of the opportunity to make your life more difficult. They're totally identical as far as all your senses can tell, super-smart, and programmed to act just like your Companions from when you bump into them until they're ready to wreak havoc. To make matters worse, if you accidentally kill a real Companion, you've lost them for the whole Jump!

**Dark Jumper (+300 CP):** If you thought ordinary evil twins were bad news, you're really going to hate this guy! Someone made an evil robot clone of you, and programmed it to hunt you down and kill you! Not only does it have all your abilities and know exactly how you think, but since it's made of super-strong materials, it's way more durable and never gets tired. You can tell it apart by its eerie gray skin, but none of your friends will seem to notice, and it's actively going to take advantage of this whenever it can. Your enemies sure will, though, and you'd better believe it'll be teaming up with them.

**Dirty Business (+300):** It looks like Carltron, the robotic butler who masterminded the sabotage of Evermore and turned Professor Sid's utopia into a nightmare has caught wind of your entry into this realm. He's decided that won't do at all, and the time has come to tidy up a bit. He'll be watching you from behind the scenes constantly, picking up on your capabilities, while using that information and his control over Evermore's creatures to coordinate them into nearly-constant assaults on you. If you do manage to get to him, he'll have made some serious upgrades to his combat capabilities, so be ready to fight for your life.

**Nevermore Forevermore (+300 CP):** Oh no, this isn't good! Your arrival in Evermore has upset its balance, and now the entire world is starting to tear itself apart! In order to save it (and yourself) from certain destruction, you've got to get to the exit in Omnitopia with all five experiment participants, one of whom you know won't be coming willingly, and without leaving behind any evil robot doppelgangers. Judging by the look of that sky, you don't have much time to do so either. It might be a year, it might be a month, or it might be tomorrow, but Evermore's not going to be around much longer, so stop dawdling, and get a move on!

### ===Epilogue===

In order to escape from Evermore, you've got two options. First, you can spend ten years here, surviving Evermore's many dastardly dangers and foiling its frightening plots, or just exploring the best you can while dodging its many monsters. When time runs up, as long as you're still alive and kicking, you'll be free to go. Or, if you're feeling brave, you can shut down the experiment once and for all, letting all the participants out of Evermore before leaving right behind them. Of course, there's always the third option - if one of Evermore's treacherous traps or malevolent monsters gets the better of you, you'll be on a one-way ticket home. Don't worry, you'll get to keep anything you bought or acquired as a little thanks for stopping by. Otherwise? Time to make a choice.

Show's Over: There really is no place like home. You'll be sent back to the exact moment you left, just like you'd died, but confident in the knowledge that you triumphed over the dangers of Evermore. You still get all the same prizes, as well as a free copy of the game with a second mode that updates it to reflect your role in the story. Feel free to celebrate your victory as many times as you'd like!

Movie Marathon: When you get right down to it, Evermore's not the worst place in the world to live. I mean, yeah, it's full of all kinds of bug-eyed things straight out of nightmares, but if you've ever wanted to live out your days in a prehistoric jungle, bronze age society, and medieval kingdom all at the same time, there's really nowhere else to be. If you left Evermore, then the machine shuts down right before you're able to, but everything stabilizes to make sure Evermore lasts forevermore. Back at home, your affairs will be set in order, and people will mourn briefly but get over your mysterious disappearance, as they decide you must be off on some sort of amazing adventure.

If you really want to, you can also get thrown into Podunk circa 1995 instead. It's kinda boring, though. You'll still get a copy of the Secret of Evermore cartridge, though, so maybe that'll be entertaining for a bit?

Double Feature: Getting thrown into a new world was a pretty awesome experience. If you're interested in some more of that, we've definitely got some other options. You'll be sent to another world for the next ten years, and time will be stopped in Evermore until your journey ends one way or the other. You'll probably never be able to get back here, or at least not to this particular iteration of Evermore, but in the wide universe anything might be possible. And yeah, you also get the video game.

Director's Cut: As you might have surmised, it's pretty likely you'll have finished your time in Evermore early. However, by freeing the participants from Carltron's machine, you've unlocked a secret final option - the ability to continue your time not in the Evermore Carltron made, but the Evermore which would have existed free from his influence! Ride dinosaurs with Fire Eyes, explore ancient ruins with Professor Horace, become one of Queen Camellia's loyal knights, or just hang out in Omnitopia watching the world go by. You can either stay here permanently, or just spend the remainder of your ten years here, having all sorts of marvelous adventures. You'll also get a special version of Secret of Evermore cartridge, updated to be a much more Sandbox-like game; whether or not it's as fun is something I leave to you. It's surprisingly big for an SNES game, though.

...Oh, that Amulet of Annihilation? Yeah, it's just cheap souvenir cra...ss jewelry. Some people love 'em, though, and some things that used to be people but will now ferry you across the desert for one. If you bought the 200 or 400 CP version, it comes with a free Chocobo Egg, so at least there's that.