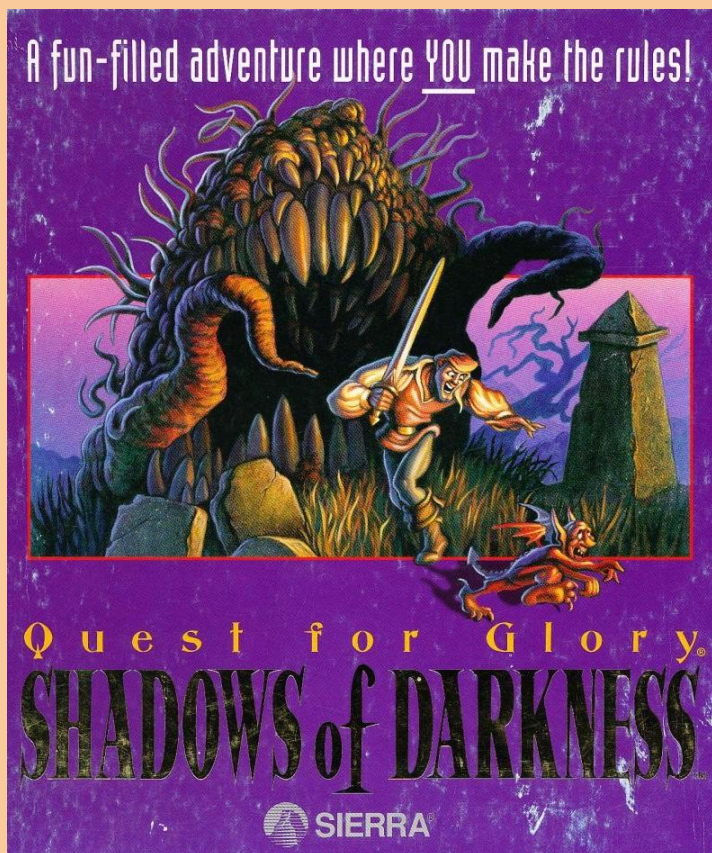


Quest for Glory 4: Shadows of Darkness & Quest for Glory 5: Dragon Fire

a jumpchain by acheld, v2.4 2023-11-4

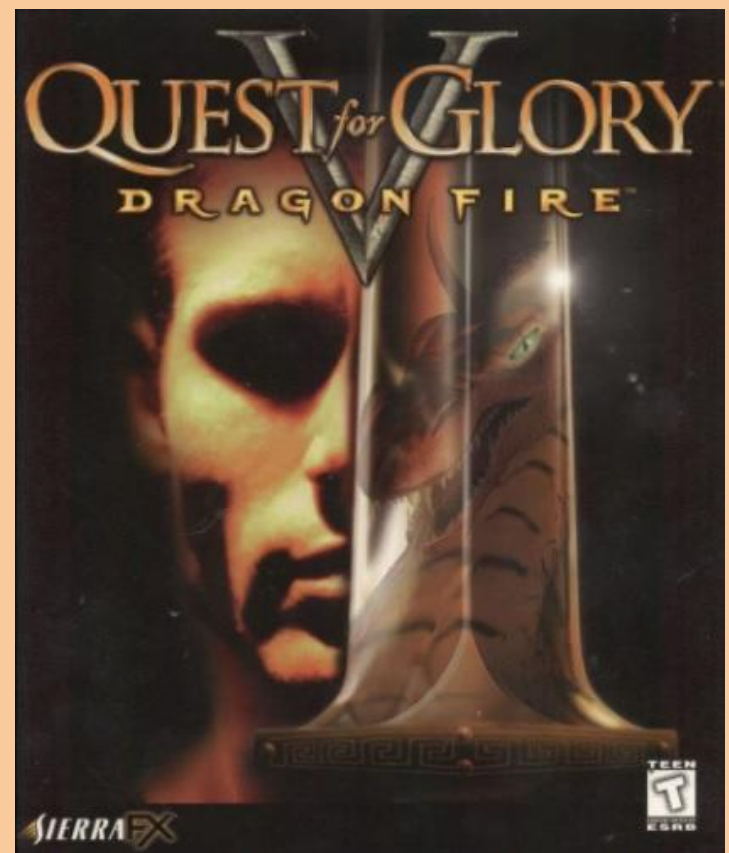


Welcome to the world of Gloriana! Or, perhaps, is it welcome back? No matter.

Gloriana is a place of great ventures, variety, villains and valor! Mystery, magic, majesty and monsters await! Not to mention puns.

Your journey here begins in the cursed land of Mordavia. Reminiscent of Eastern European folklore that you may be familiar with, Mordavia is filled with fears of vampires, cursed spirits, and werewolves. A single town, protected by ancient magics, eeks out an existence in the presence of the seeping evil of Avoozl.

The land is heavily forested, and filled with monsters of all stripes. Friends are few and far between. The darkness is palpable.



Here is the final resting place of the great Paladin Piotyr. Here Castle Borgov looms over the land. Here the gypsies travel in close-knit groups. Here wraiths and revenants roam, and things deeper and darker. Here you may, at last, discover the fate of Erana.

After you are done with your time there, you may find yourself in the island nation of Silmaria. The king has recently been assassinated, and under the laws of the land, the Rites of Rulership must be held to determine the new king. Elsa is there to compete, as well as some new faces. Perhaps you will be a participant? In any case, be on the lookout for prophesied doom and dragons, traitors and thieves.

Silmaria is superficially similar to classical Greece. You may deal with oracles and hydras, not to mention the gates of the underworld. Discover the sunken city of Atlantis, dance with dryads, match wits with mad scientists (less classical), and finally meet the Famous Adventurer himself! The king is recently dead, and a new one is needed. If you wish, you could part in the Rites of Kingship to prove your worth.

Continuity

If you have not visited the Quest for Glory 1 jump, or you have not visited the Quest for Glory 2-3 jump, then as a special provision of *this* jump you can choose to be shunted to either of *those* jumps immediately instead of continuing. If you have not visited either, you must choose **Fresh Start** below. Due to the carry over of perk trees it is not advised to do these jumps in "reverse" order.

If you are currently in Quest for Glory 2-3, and the narratives of that jump have been resolved, you may come immediately to this jump at any time. If you do, you must choose **Import Character** below. You may either have a new ten years, or ten years plus whatever time was left over from that jump.

If neither of these apply, then you may choose either option below.

Fresh Start: Treat this as a new continuity. Freely select a new background, and begin in a world where Devon Aidendale (the canon protagonist) completed the events of Quest for Glory 1-3. You begin in the land of Moravia, with a reason that varies based on your background. In this case, you have the normal ten year timer.

Import Character: Treat this as a continuation of your story that began in Quest for Glory 1. You can change your background if you wish (which represents a change in focus, and is true to the setting). Your race remains the same as in the previous jump at no cost, and your age, gender, etc, all carry over. You *may* choose to purchase an additional race as an alt-form. Any drawbacks that still apply carry over in this case, until ten years with them has completed. If you take a similar drawback here (such as 'Heroic Style'), then the timer is 'reset' to a fresh ten years (it doesn't compound).

Perk Continuity

If you have previously visited the Quest for Glory 1: So You Want To Be A Hero? jump, or the Quest for Glory 2-3 jump, then you may notice that all the perks from those jumps are here as well, with some **new ones** as well. If you purchased those perks previously, then you are considered to already have it here, whether you went with Import Character or not. For instance, if you have Mighty ranks 1 & 2 from the previous jump, you can immediately purchase Mighty 3 from this jump. If you did not, then you must purchase Mighty 1 & 2 here in order to access Mighty 3.

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.

- **Default:** All perks, and ranks of perks, are half price. In addition:
 - If this is the first time you've chosen your background in a Quest for Glory jump, three of the 100 CP perks/ranks available are free.
 - If you have chosen this background in a previous Quest for Glory jump, instead have an additional +300 CP.
 - If you have chosen this background in two previous Quest for Glory jumps, instead have an additional +500 CP.
- **Stipend:** You receive +900 CP that must be spent on perks associated with your Background, with no discounts or free perks. If you have chosen this background in a previous QfG jump, gain +300 CP. If you've chosen this background in two previous QfG jumps, instead gain +500 CP.

Canonically, the protagonist can play a single class 'straight', or they can mix abilities of different classes, hence this choice. If you are doing mostly a "pure class" build, the default option is likely to be superior.

Background

Pick any one of the below backgrounds for free. For fresh starts, age is chosen freely from a range, and sex/gender is freely chosen.

<p><i>Fighter.</i></p> 	<p>The most popular of the adventurer vocations. The fighter 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 beyond all recognition, he knows that he is the better for it all.</p> <p>If this is a Fresh Start, then after graduating from the Famous Adventurer's Correspondence Course, you have spent a few years proving your worth against bandits, and then greater foes, engaging in adventures here and there. Then, one day, you awaken from nightmares of flying and falling. You find yourself in a strange place, the only illumination an eerie green glow lighting a cavern filled with bones...</p> <p style="text-align: right;">Fresh Start Age: Pick 21-29</p>
<p><i>Magic User</i></p> 	<p>Master of mystery, propounder of power, intimate of intuition, the magic user is the intellectual among adventurers. He must master his mind to mold the mysteries of the ages. Through the use and control of the magical spell, he can selectively alter the fabric of the universe and create things out of whole cloth.</p> <p>If this is a Fresh Start, then having completed your apprenticeship some years ago, you have been a traveling wizard since. You spent some time in the valley of Spielberg, where you made the (odd) acquaintance of the wizard Erasmus. After picking up a few tricks from him, you made your way across Gloriana, honing your magic through adventure, studying with wizards along the way. Then, one day, you awaken from nightmares of flying and falling. You find yourself in a strange place, the only illumination an eerie green glow lighting a cavern filled with bones...</p> <p style="text-align: right;">Fresh Start Age: Pick 23-39</p>
<p><i>Thief</i></p> 	<p>Sultan of Stealth, Chief of Chicanery, Potentate of Plunder, the Thief is the master of many skills. From subterfuge to 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, but he can get away with murder.</p> <p>If this is a Fresh Start, then you spent some time in Spielberg, freeing the locals of some of the burden of wealth that followed the actions of Devon Aidendale. Still, things had been getting a bit hot, so you decided it was time to head to greener pastures. Or, at least richer ones. You traveled from city to city, finding yourself embroiled in adventure now and again. Then, one day, you awaken from nightmares of flying and falling. You find yourself in a strange place, the only illumination an eerie green glow lighting a cavern filled with bones...</p> <p style="text-align: right;">Fresh Start Age: Pick 21-33</p>
<p><i>Drop-In</i></p> 	<p>If this is a Fresh Start, then you awaken from nightmares of flying and falling. You find yourself in a strange place, the only illumination an eerie green glow lighting a cavern filled with bones...</p> <p style="text-align: right;">Fresh Start Age: Pick 18+</p>

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. If you chose **Import Character**, you do not need to "re-buy" your race.

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 any here.

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 Disciple - (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.

Eternal Order of Fighters (EOF) - (100 CP)

You have earned a place in Gloriana's Eternal Order of Fighters. With this perk, no matter where you go, people will appreciate the significance of that. If you say that you are a member, not only will they believe you, they will recognize that this means you are a competent and seasoned warrior.

Superior Swimmer - (100 CP)

You've read the manual, you've done the work, and now you can swim with the best of them, even in gear a bit heavier than it should be easy to swim in. You can hold your breath for two or three times longer than usual, and keep your eyes wide open underwater without them being bothered.

Stunning Swordsmanship - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3, [additional 400 CP for rank 4](#))

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 Spielberg, 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%.
- With three ranks, your skill is reaching the limit of what a human could normally achieve. There is no fully mortal warrior here who could exceed you in swordsmanship, but some may still be your equal. All but the greatest monsters in Gloriana can be dispatched by your blade alone.
- [With four ranks](#), you are the most *skilled* melee fighter in all of Gloriana, mortal or not. There is no known technique here that could take you by surprise. Your blades strike deep and true, penetrating even the staunchest defenses.

Magnificent Might - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3, [additional 400 CP for rank 4](#))

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.
- With three ranks, your strength barely seems mortal. You can lift four times your bodyweight easily, and with a sharp enough blade, bisect enemies as you plow through a battle.
- [With four ranks](#), you have somewhat transcended the limits of your body, able to lift ten times your body weight easily, and slicing through armored men on a regular basis. This supernatural strength allows you to exert force that should be impossible given your mass and leverage.

Vivacious Vitality - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3, [additional 400 CP for rank 4](#))

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.
- With three ranks, a night's sleep is as good as a month recovering, and your cuts can be seen closing, if you watch very closely. You can hold your breath for minutes at a time easily, and never have to catch your breath for more than a moment. You are immune to all but the most ridiculous, setting-defining diseases, and even those you are resistant to.
- [With four ranks](#), you have a noticeable regeneration factor. Even for the worst wounds, if you survive the initial wounding, you will be 100% with an hour of rest. This does not guarantee regeneration of missing body parts, though that too can happen over a longer period of time. Your stamina is functionally infinite with regard to physical exertion, and you are completely immune to disease of all forms.

Marvelous Maintenance - (400 CP each for ranks one [and two](#))

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.

[With a second rank](#), you find that your personal gear seems to recover from damage nearly instantly. This does not make you impervious to harm if wearing armor. A blow can still harm you if it would normally penetrate or crush your armor, but as soon as the blade is withdrawn the armor quickly repairs itself back to pristine condition, ready to protect you at 100%. This functions for anything less than full disintegration of the item, and such an effect would have to occur instantly to take hold. This effect is automatically suppressed if, for instance, an ally is trying to cut through your armor or clothing to tend to a wound.

Fancy Footwork - (500 CP)

You are an unparalleled master of fighting on the move. Keeping your feet in motion, rather than making it harder to focus on your blade or bow, actually makes it *easier*. In fact, the more you move, the better your aim and the truer your strikes. You are perfectly aware of the placement of your feet and everything around them without even looking, and it is impossible for you to lose your footing in any circumstance. Movement, too, improves your defense more than it otherwise would; you can literally *dance* in between the blades and arrows of your enemies in a way that cannot be anything but supernatural. This extends to activities such as climbing and swimming as well.

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.

Path of the Paladin: To Seek, To Learn, To Do - (600 CP each for ranks one [and two](#))

The way of the Paladin is to seek to know that which truly is. The Paladin strives to learn his own inner nature and that of others. The Paladin does whatever needs to be done to bring light to the world. Not for glory, not for gain, but because it is his will. - Rasha Rakeesh SahTarna

The path of the Paladin is not an easy one to walk. If you have trained under the legendary liontaur Paladin Rakeesh, then you already know this. The paladin seeks peace and healing first, but is ever ready to defend that peace with a flaming blade and iron will. They must be honorable and forthright.

In exchange for these chains of duty, the Paladin is blessed with many gifts. As his courage and honor soar, so does his power, gaining more powers and abilities as he grows in heart. The two simplest are *danger sense* and *flaming sword*. As long as the Paladin remains honorable, these will always be activated unless he wishes them not to be.

Other magics are activated through his stamina and will, and from easiest to access to hardest, are: *heal*, which uses your stamina to heal wounds of yourself or others; *magic ward*, which provides some protection against spells; *honor shield*, which provides protection against physical attacks; *destroy undead*, which shatters the bonds that allow such abominations to exist, damaging an undead creature greatly; *peace*, which drains hostile intent away from all present; *sense aura*, which gives a sense of the emotions, nature and trustworthiness of the target; *holy strength*, which amplifies the might of the Paladin greatly; and *awe*, which sends most foes fleeing in terror.

Even without this perk, you may train to be a Paladin, but it is a long, difficult and arduous journey. The benefits provided by the perk are twofold: first, it provides an immediate mastery of the abilities of the Paladin, provided you have the strength of character. Second, you find that it is easier to avoid actions which may compromise your honor or bring darkness into the world. You have an intuitive awareness of straying close to any such action; a jolt which you may choose to ignore, but cannot possibly miss.

[With a second rank in this perk](#), first, the strength of your Paladin abilities will be amplified, roughly doubling. This will immediately put you on par with the famed Rasha Rakeesh Sah Tarna, the world's greatest living Paladin. Second, if you allow it, you will have a gentle guidance toward honorable and just actions; a sort of angel on your shoulder. Third, you have an intuitive ability to free trapped or damned souls and creatures from their imprisonment. You tend to know what needs to be done in such situations, and how to acquire what is needed. Through your pure spirit alone, you are able to ignore many things that might otherwise be required, or pierce the bonds that bind them. This is especially effective for undead creatures. In most cases this will grant them the release of a peaceful death.

EOF Gold Pass - (600 CP; discounted with Outsider Obfuscation or with Fighter discount option, 200 CP with both)

Certificates? Club Membership? Residency? You don't need any of that. You are an elite member of the Eternal Order of Fighters, and strength at arms will carry you anywhere! In any case where you would need an in-setting qualification for something, you can substitute a display of strength of arms. Someone wants you to take a driving test? Show them how good you are with a sword, and they'll be so impressed they pass you on the spot. You need to be a resident to run for office? Now with those guns, and also those guns, you don't. People in general will tend to be impressed by your displays, as opposed to intimidated, even if they would normally be disdainful of martial or military skill. That is, unless you *want* them to be intimidated. Not a member of the elite country club? Just punch a tree, and they'll fall over themselves to let you in!

Further, you are guaranteed not to face negative repercussions, social or legal, from merely showing off your ability, or openly carrying personal weapons (a nuclear warhead, e.g., does not qualify as a personal weapon), even if such things would normally be illegal. This does not protect you if you hurt other individuals, but it will get you a pass for small-scale incidental property damage occurring as a result of showing off.

Waiving qualifications does not guarantee success in things such as an election. It merely will allow you to run for any position that has candidates.

It's Also Good For Whacking - (800 CP; discounted with Staff of Many Magics or with Fighter discount option, 300 CP with both)

You have mastered the art of combining melee fighting with your spellcraft, able to concentrate on both equally. First, this means that if you are casting while fighting in melee, you can fight and cast at the same time nearly as effectively as if you were doing only one of the two. Second, if a spell would require a hand gesture or something similar, you can substitute the swinging of your blade for the gesture. Finally, if using the Summon Staff effect (whether learned in-setting or via the superior version granted by Staff of Many Magics), you can cast any spell through the staff (or melee weapon with the staff's effects - perk only) imparting the effects of the spell as part of a melee blow. Spells cast on a creature in this way are a bit better at penetrating any magical defenses.

Less-Than-Clean Fighting - (800 CP; discounted with Malleable Morality or with Fighter discount option, 300 CP with both)

You prefer the term, "Fighting Smart". In personal combat, opportunities to take advantage of the terrain, nearby objects, and weaknesses in your opponent's defenses, regularly make themselves known to you, and you are able to react to and incorporate this information instantly. Such tactics are also much more effective than they otherwise would be, and in situations where you would otherwise not be able to "intelligently incorporate all available advantages", so to speak, you're guaranteed to find at least one such opportunity.

Perhaps more crucially, though, you will find that individuals do not judge you negatively for using such tactics. Those who would be impressed by your ingenuity still are, but those who would judge you as dishonorable instead have an entirely neutral reaction to your tactics.

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.

Wizards Institute of Technocracy (WIT) - (100 CP)

You have passed the test for membership in WIT. With this perk, no matter where you go, people will somehow appreciate the significance of that. If you say that you are a member, not only will they automatically believe you, they will recognize that this means you are a competent and skilled wizard.

Fantastical Familiar - (100 CP)

Many of the greatest wizards, such as Erasmus and Zara, have found familiars that were well suited for them. The bonding of a familiar carries with it an empathic bond, and grants human-level intelligence to the familiar if it would not already have it. The wizard can see through the familiar's eyes, and the familiar gains some of the magical ability of the wizard, growing over the length of the bond, max 10%. With this perk, you can bond as a familiar a non-humanoid 'animal' or a minor spirit/fairy/demon. The creature must agree if it is sapient, or simply like/trust you if it is not sapient. Alternately, this perk can summon/create a new creature of the desired form, bonded to you. You may treat the familiar as a companion if you wish.

Wizards Wit - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3, [additional 400 CP for rank 4](#))

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.
- With three ranks, you're *usually* the smartest person in town. You'll never be on the back-foot when it comes to cutting conversation, and can easily invent fiendishly clever riddles on the fly. You know the ins and outs of the arcane; there are few things in Gloriana a mystery to you.
- [With four ranks](#), there are none in Gloriana who outwit you, and a bare handful on your level. Riddles are laughably dull. Twist others into knots with the most subtle of rhetorical tricks, or berate them into silence with a perfectly chosen diatribe. You know just about everything there is to know about the arcane in Gloriana, with only a bare few secrets, lost to the ages, remaining mysteries.

Magical Magnitude - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3, [additional 400 CP for rank 4](#))

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 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.
- With three ranks, your potential places you in the 99th percentile of mortal magic users in the setting. You can usually engage in moderate magical exertion for half an hour before your reserves run low, or blast your most powerful spells for several minutes.
- [With four ranks](#), your magical potential places you right along the greatest wizards that Gloriana has ever known, such as Erana and Merlin. You'd have to be using your most powerful magic for an hour before you would need to take a break.

Sorcerous Skill - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3, [additional 400 CP for rank 4](#))

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.
- With three ranks, you start with an additional five spells of choice (eight total from the list below) and are well skilled in all eight. At the end of a year you will have mastered the list, and be on your way to crafting a staff. At the end of ten years of magical focus and experience, your skill and expertise will be talked about alongside Erasmus, the greatest living wizard.
- [With four ranks](#), you are already nearly within reach of Erasmus' knowledge. You know all the spells listed below except for Dragon Fire and Thermonuclear Blast, can master the spells you know quickly, and have a notable boost to learning other forms of magic as well, decreasing the time required by as much as half.

Potent Potioneering - (400 CP each for ranks one [and two](#))

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.

[With a second rank in this perk](#), you are on par with the greatest Alchemists of Gloriana. In particular, you are able to craft Dispel Potions (the most notoriously difficult of Gloriana's alchemy) without too much difficulty or need for extremely exotic ingredients. Your potions in general receive a boost in potency, becoming half again as strong.

Elemental Expert - (500 CP)

You have a greater ability to manipulate the elemental forces of existence: fire, water, air and earth. In particular, you can easily substitute one for another in your magic, even on the fly. Your use of elemental magic in general sees a slight boost, becoming more potent, and you are better able to repel or reflect the elements when used against you.

Secondly, as you may know from your time in Gloriana, scholars here have long debated whether 'pizza' is the culmination of the four elements or an entirely separate fifth element. This perk gives you a better sense of the nature of 'pizza', able to furrow out its secrets with your arcane gifts, and mold them to your purposes. Perhaps you can put the age-old question to rest at last, or perhaps you will keep the secret knowledge for your ends alone.

Spell Sense - (600 CP each for ranks one [and two](#))

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.

[With a second rank in this perk](#), your sense of magical effects is instantaneous. You see spellwork as easily as you see color. While this does not always make dispelling magic trivial, at the very least you always know what the weak points are and how best to begin to target them.

Staff of Many Magics - (600 CP)

The crafting of a magical staff is regarded as the mark of a true Wizard. The staff is ritually crafted from magic wood in a difficult and skillful process. After a successful crafting, the staff is shunted into an extra-dimensional space: a realm of pure magic. Thereafter, a short spell will summon the staff to the wizard, and it will remain manifested as long as he wills it. While the staff is in his grip, the strength of his spells is amplified a bit (perhaps 10-20%), and the energy cost of all his spells is *halved*. Generally, these benefits only apply to Wizard magic, and specifically the Wizarding magic of Gloriana.

This perk comes with several benefits. First, you begin with a Magic Staff already crafted, and the ability to cast the Summon Staff spell. Second, you may specify an object other than the standard crafted staff to give you the benefits of Summon Staff, such as a weapon you favor. Third, and most saliently, the benefits of the staff extend to all magics you wield, not just Wizarding magics of Gloriana. This effectively doubles the amount of magic you can cast with the same energy, including Vancian systems.

Convenient Components - (600 CP; discounted with Narrative Necessity or Magic User discount option, 200 CP with both)

A ridiculously improbable amount of the time, you will happen to have, or easily acquire, odd spell components right when you need them. Tongue of frog? Turns out your companion was keeping one in their pocket. Eye of basilisk? The shopkeeper just got a shipment in.

This perk goes above and beyond the power of Narrative Necessity, but only when it relates to spell components. Components are acquired with a frequency that is truly absurd. Relatively common ingredients are pretty much always at hand, while even the rarest ingredients will be available about half of the time.

This only functions when you intend to use the ingredient in the casting of a spell or magical ability very soon. If you have Potent Potioneering, then this also applies to potion ingredients with somewhat reduced efficacy.

Honorable Magics - (800 CP; discounted with Path of the Paladin or with Magic User discount option, 300 CP with both)

Your strength of heart, honor and goodness enhances the power of all your magic, unless you are using it toward evil or dishonorable ends. This enhancement is even greater when the magic is used for explicitly Good causes, up to twice the strength for a spell cast by a good person for a good end. If you have Path of the Paladin, you also find that your paladin ability directly enhances and combines with any other magic you use.

Subtle Sorcery - (800 CP; discounted with Subtle Sense or Magic User discount option, 300 CP with both)

You have mastered the art of casting your spells silently and near undetectably. Magic that would require loud proclamations can now be spoken, that which could be spoken can be whispered, and that which could be whispered can be done with no sound at all. Similarly, broad gestures become hand gestures, hand gestures become the most subtle of twitches. Detect magic, and similar effects, find your spells muted and difficult to discern.

Info: Magic Spells

Below are listed twenty nine spells learnable through the Quest for Glory series. In game, these were the only spells available to the hero, but there is plenty of other magic, and 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'. Note that Summon Staff is not included in this list; see **Staff of Many Magics** above for information about that.

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.

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.

Augment: This spell amplifies the power of the next spell that you cast. Its cost increases with the power of the spell to be amplified.

Aura: This spell creates an aura around the caster that protects them from the life and energy draining abilities of undead creatures. Likely to be at least somewhat effective against other forms of life drain.

Boom: This spell creates a trap of a floating skull or other object that, when approached, explodes violently in a small radius.

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.

Dragon Fire: This spell summons an ethereal dragon head which sprays fire in a cone from its mouth. This is the most powerful of the known attack spells. An alternate version with cold breath also exists.

Fascination: This spell creates floating lights that will draw dumb monsters or creatures (anything less intelligent than a human) near and cause them to watch the lights distractedly. If they are attacked, the effect ends. If the spell expires, the lights explode for a small amount of damage to anything nearby.

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.

First Aid: This spell heals a small wound or a similar amount of damage to a creature. Multiple applications can cure larger wounds, though it cannot restore missing body parts.

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.

Force Bolt: Slightly more energy intensive than the Flame Dart, Force Bolt packs pure kinetic energy. In addition to doing damage, it can push creatures and objects.

Frost Bite: This spell creates a burst of damaging cold in a small area. No effect on undead.

Glide: This spell allows the caster to glide across the surface of water (and presumably other liquids).

Hide: This spell turns the caster invisible for as long as they stand still.

Juggling Lights: A series of floating lights, reminiscent of faeries, will float about the caster and move (somewhat) at his direction. As you improve, the lights can be made more numerous, brighter, and you have greater control over them.

Levitate: Levitate drains magical energy as you maintain it, but allows you to propel yourself upward or downward, essentially altering the effect of gravity on you.

Lightning Ball: An offensive spell that blasts a sphere of electrical energy at your foes. More draining than flame dart, but more damaging as well.

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

Protection: This spell encases the caster in a field that protects against some of the damage from physical attacks.

Resistance: This spell protects the caster against some of the damage from heat, cold and electricity.

Reversal: This spell sets up a field that attempts to reflect back any magics cast into it. An increase in skill and power increases the power of magic that can be reversed.

RIP: This spell creates a small enchantment around the caster that will allow them to rest or sleep without other creatures becoming aware of their presence. If the caster uses other magic or moves from the spot they cast it at, the effect ends.

Ritual of Release: A powerful and difficult spell that can release objects or people bound in enchantment to a location.

Shrink: This spell shrinks a target's size to as little as one third. Powerful or magical targets can resist; generally fails against notable foes.

Thermonuclear Blast: This suicidal spell... well, it creates the effects of a nuclear bomb with the caster at ground zero, destroying everything in a several mile radius and leaving the area uninhabitable. The caster dies as well, of course. [In game this is mostly a bit of silliness that you never use; whether you play it straight is up to you.]

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.

Whirlwind: This spell creates a small tornado that incapacitates and damages enemies.

Zap: This spell places a magical charge on a weapon you touch, which is released upon striking an enemy for 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..

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.

Larcenous Luck - (100 CP)

You have the most unbelievable luck, at least when it comes to thieving capers. When attempting to sneak into a building, rob a bank, pick a pocket, or anything else similarly shady, fortune blesses you with circumstance. When you accidentally knock down a coat rack with a clatter, the loud clock will be going off at the same time. When you tug a bit too hard on the coin purse of your mark, they'll suddenly have a violent sneeze, and fail to notice.

Seeking the Black Bird - (100 CP)

Each jump you will find clues, hints, and rumors concerning some object of great material value, desired by rogues and ne'er do wells across the setting. If there is already an appropriate object in the setting, this perk will increase the rate at which you receive information concerning it. If there is not, then one will be created, appropriately woven into the fabric of the setting. If you manage to obtain it, you can either keep it for yourself, or trade it to some rogue in the setting for just about any favor that won't ruin them.

Dextrous Dispatchment - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3, [additional 400 CP for rank 4](#))

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.
- With three ranks, your dodging and parrying is so practiced as to be instinctual, redirecting attacks in a way that sometimes sees opponents attack each other. Daggers dance in your hand, confounding your foe before a sudden strike.
- [With four ranks](#), your dexterity in combat has transcended human limits. Your daggers blur in ways that can barely be seen by most people, you casually deflect blows with the handles before sticking a dagger into the eye of the one sneaking up behind you, then using the same hand to catch an arrow from the archer in your peripheral vision.

Stellar Stealth - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3, [additional 400 CP for rank 4](#))

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.
- With three ranks, you are stealthy as a master ninja. You do not make noise from walking, hitting things, rifling through bags, etc, unless you wish to. It's generally easy to silence a victim as you're killing them with a modicum of effort.
- [With four ranks](#), your stealth is supernatural. While you are sneaking, and not taking violent or overt action, you generate a kind of field of concealment that warps perception and expectation. This can fool things like infrared cameras, and you can often hide from sight in ways that logic would say are impossible, such as throwing your bright red cape around you to 'camouflage' against a brick wall, with your legs still sticking out. The perceptive or powerful might still see through the obvious, but as long as you are trying to be stealthy no mook will ever spot you.

Agile Alacrity - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3, [additional 400 CP for rank 4](#))

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.
- With three ranks, no mortal of your race could outrun you. Your ability to scale walls is uncanny, and you can balance on a rain slicked, one-inch ledge easily. Your control over the flow of your body is barely mortal, evading spells and arrows alike.
- [With four ranks](#), your speed has transcended human limits, able to reach 30-40 mph as a baseline. You twist, bend, jump in ways that can make someone's brain hurt if thought about too deeply, and can scramble up nearly perfectly sheer cliffsides.

Roguish Rapport - (400 CP each for ranks one [and two](#))

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.)

[With a second rank in this perk](#), those local gangs and cartels seem to readily accept you as the new boss in town, without explanation or justification. This works for anything up to a thieves’ guild in a city. For larger organizations, you readily slip into a leadership role, but not necessarily at the top.

Malleable Morality - (500 CP)

Occasional violations of honor, morality or honesty do not tend to stick to your overall reputation. Additionally, any concrete evidence of your crimes has an uncanny habit of disappearing, or simply failing to materialize, when it comes time to confront you. Gaslighting people about what they remember about what you said and did is likewise more effective. This does not absolve you of immediate consequences, but it does affect how people view you. If life had a reputation system, yours would never go down.

For example, if you were to be caught out in a lie, you could be confronted with that lie and face the consequences of it, but afterward it would not cause people to trust you less. This effect can be strained or even broken if you press too hard; a pathological liar will shatter the effect.

Additionally, you do not suffer any supernatural ‘penalties’ of any kind regarding your moral or ethical compass, nor can you be supernaturally ‘noticed’ as evil. For example, you would retain Paladin powers regardless of your behavior, *detect evil* and *smite evil* would not work on you.

Subtle Sense - (600 CP each for ranks one [and two](#))

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).

[With a second rank in this perk](#), if a plan is described to you, or you think one up, that involves not being noticed, you can rapidly pinpoint any and all failure points (in terms of not being noticed). This does not give you information you don’t have, but you can come up with any hypothetical that would be within range of supposition nearly instantly. If these failure points can be corrected (which is not necessarily the case), you have an intuitive sense as to how to do so. This functions even if the plan is not one that you are enacting yourself, which allows you to advise others on fool-proof stealth plans which gain all the same benefits as if you were performing the plan yourself.

Further, you are able to communicate impossible amounts of information with subtle cues and signs. Substitute a single raised eyebrow for a full minute of detailed instructions, for example. Entirely uncanny.

Diabolical Digits - (600 CP)

You have magic fingers. At the very basic level this greatly enhances your skill at things like picking locks and pockets, there’s not a mundane lock in this world that could keep you out. You needn’t even pay attention half the time; allow your amazing digits to do the work while you think about something else! Anything based on the skill of your fingers, from typing to tying, from knitting to kneading, is done with far more skill, nuance and ability.

Second, you are so skillful at using your fingers to bypass barriers, that you can use mundane lockpicks and the like to bypass locks, including magical ones, that would normally be literally impossible to pick in this way. It’s not always easy, and it may in fact be extremely difficult for truly powerful locks, but it’s always possible with sufficient training and practice.

And yes, this helps in the bedroom. *Obviously*.

Poison Potente - (600 CP; discounted with Potent Potioneering or Thief discount option, 200 CP with both)

You are a master of the many poisons of Gloriana, able to brew and use them with consummate skill. Poisoned daggers, sleeping draughts, deadly venoms, you know it all. Your poisons are more effective than they otherwise would be, and you have supernatural intuition and skill in applying those poisons. This is true whether it is striking true with a poisoned dart, or lacing a meal with a sleeping poison. This general boost applies to poisons from other settings as well, though it does not automatically grant you knowledge of those poisons.

Daring Dance - (800 CP; discounted with Fancy Footwork or Thief discount option, 300 CP with both)

You incorporate dancing and flowing movement into personal combat in a way that is unsurpassed. Your bobbing and weaving allows you to easily penetrate the defenses of your opponents. Against most targets, your attacks strike as if they were at their most helpless, unable to defend any more than a sleeping target would. Your perplexing moves will quickly see you to the backside of your opponent, should you wish. This allows you to, for one example, plant blades between their shoulders with ease. If an onlooker would be impressed with your motion, then you are all the more skilled.

The extremely agile, extremely clever or extremely perceptive may foil this in part, but even against them your attacks will find chinks in their armor. As a side effect, your ability as a dancer outside of combat is nothing short of extraordinary.

Rakish Rogue - (800 CP; discounted with Dashing Diplomacy 3 or Thief discount option, 300 CP with both)

You are the pinnacle of gentlemen adventurers, and the epitome of a charming scoundrel, all rolled into one. This comes, first, with a substantial increase to your charm, charisma and general likeability. You know just what to say to soothe an ego, or make a friend, or woo a paramour. Second, you’ll find that your indiscretions, your thievery, and your violations of social convention are far more easily accepted and forgiven as long as you do so in a sufficiently rakish manner. Boorishness, on the other hand, remains unforgivable. Finally, as long as you do not set out to deliberately hurt them physically or emotionally, past lovers will almost invariably think of you fondly, cherishing the memories that you had together, and focusing on the good, rather than being resentful.

Drop-In Perks

Sonorous 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 Spielberg 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.

Professional Hero/Villain - (100 CP)

You are a Professional Hero! Or, at least you're good at looking like one. With this perk, no matter where you go, people will somehow appreciate the significance of that. If you say that you are a "Professional Hero", people will believe you as long as they don't have reasonable evidence to the contrary (for example, it doesn't work if they've just seen you shoplift... or murder). Reactions will vary, but they will take it seriously.

Alternatively, you may choose to be a "Professional Villain", but only one or the other. You can vary between the two at the start of each jump, but once decided it is set for the rest of the jump.

Easter Eggs - (100 CP)

The world of Gloriana is filled with many meta-references and humor that only one with some sort of outside of context knowledge would understand or appreciate. With this perk, such references to properties, settings, and other things you enjoy, are scattered throughout the many settings that you visit. The locals may not understand why you're laughing, but the mirth will be worth it.

Pun Pacification - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3, [additional 400 CP for rank 4](#))

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.
- With a third rank, your terrible jokes can completely stun a foe or foes into immobility, leaving them fully vulnerable to whatever follows up the joke. Even creatures without the concept of humor are affected somewhat. The powerful or strong willed can resist this effect to some degree.
- [With four ranks](#), the previous effects are enhanced, and you can craft a joke that anyone can use, imbuing it with the power of this perk, with a few minutes effort. Share it among your companions or trusted allies, and they can use it as a critical moment. No one can be affected by this joke more than once, and no one that has been affected by this joke can use it against others. At any time, you can craft a new joke, at which point the previous joke loses its supernatural power.

Dashing Diplomacy - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3, [additional 400 CP for rank 4](#))

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.
- Three ranks gives you the skill of a legendary negotiator. If any mortal being could succeed in an exchange through dialogue alone, you will be able to. Your disarming charm and tastefully self-deprecating rejoinders penetrate the armor of the most cantankerous of ogres.
- [With four ranks](#), it goes beyond just skill and instincts, causing your diplomatic efforts to be far more likely to succeed than they would be coming from another creature, even if presented identically. You project an aura of reasonability, consideration, respect and (optionally) neutrality, that inclines creatures to listen to you when they might not listen to anyone else, and to give your diplomatic words far more weight than they otherwise would. If you are talking to a creature that only respects strength and intimidation (e.g.), then you project that instead.

Masterful Marksmanship - (2 ranks; 100 CP for rank 1, additional 200 CP for rank 2, additional 300 CP for rank 3, [additional 400 CP for rank 4](#))

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 Spielberg, 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!
- With three ranks, you are pushing human limits. Now you *are* a peer of Legolas, and *might* even edge him out in a competition, sometimes. Arching is a reflex for you, requiring not even the thought to adjust your aim for a ballistic path. This provides some benefit to the use of other ballistic weapons, but not as much as for a classic bow.
- [With four ranks](#), your skill is supernatural. You gain a minor precognitive ability when it comes to arrow paths. You find that you can often anticipate the path of creatures, in terms of firing your arrows while they are in motion, even if that motion is erratic, and have them move directly into where your arrow then hits them. You can often shoot other arrows from the air, if you can see the archer.

Narrative Necessity - (400 CP each for ranks one [and two](#))

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.

[With a second rank in this perk](#), the above benefits are cranked up to eleven. Probability twisting increases significantly. You will often get a winning lottery scratch-off ticket when in need of funds, the mysterious individual you have been tracking has just moved in as your next door neighbor (unbeknownst to them), and the guy at the bar you just befriended just *happens* to have a doctorate in the weird ancient culture of the ruins you are going to investigate.

Essential - (500 CP)

Up to once per day, rather than be killed by a villain, or a minion of a villain, you will either be "left for dead" (possibly surviving in an extremely improbable way), given some difficult task in exchange for your life, or imprisoned directly. This will not function more than once per year per foe, but it's guaranteed to work the first time a given villain would otherwise kill you or have you killed. For example, rather than kill you directly, a foe might leave you trapped in a collapsed cave (that miraculously did not wound you at all), assuming that you will die in there. Or, rather than kill you directly, a powerful ogre might set an odious quest for you in exchange for your life, binding you with a *geas* to ensure you complete it.

Protected Protagonist - (600 CP each for ranks one [and two](#))

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.

[With a second rank in this perk](#), your protections make you a true, classical protagonist of the fantasy genre: the only thing that could end your story *permanently* is a heroic sacrifice on your part, or a mutual death-blow with the climactic villain of the story. Anything else can be no more than a major setback, or a temporary disabling. Be wary, though, you could still be sealed away for a thousand years to return when you are most needed, or some irritating trope of that nature.

Outsider Obfuscation - (600 CP)

You are never regarded as an outsider in a social, religious, ethnic, cultural or political group. Your style of clothes, manner of speech, different customs, race, language or accent do not raise eyebrows or prejudice against you. White-bread dude dressed in clown-school reject clothing, and you want to hang out with the cool kids of the savannah, or play cards with those aliens? Not a problem at all; might as well be one of them. Need to convince a guerrilla group to stand down? They listen to your words as if you had been fighting alongside them. That doesn't guarantee success, of course, but it certainly helps.

This doesn't let you get away with murder, or being an outright asshole to people, but if it's a difference of cultural expectations or in-group/out-group, then it's cool. As an exception, "family group" is not included: this will not let you be treated as a member of a family automatically.

A Hero's Welcome - (600 CP; discounted with Roguish Rapport or Drop-In discount option, 200 CP with both)

You're a hero. You know it, and now everyone else knows it. This goes beyond the **Professional Hero** perk, because those you speak to about your goals and actions will understand, intuitively, that not only are you a hero, you're the kind of hero that they, personally, would approve of. With only a sliver of evidence, they will believe that you are fighting for the causes that they themselves believe in, and treat you accordingly. This effect persists until they encounter strong evidence that contradicts the belief.

The only individuals this will have no effect on are those who have no cause beyond themselves and their own selfish desires.

Pizza Power - (800 CP; discounted with Elemental Expert or Drop-In discount option, 300 CP with both)

Pizza... the most powerful element. Or is it a combination of all the other elements? No one is certain. The power of pizza now lay at your fingertips.

First, you can summon a pizza of your choice every few seconds, without limit. It's perfectly cooked in the style that you envision.

Second, eating pizza acts as a sort of power boost, at least somewhat enhancing the power of all your abilities, magic and skills for an hour or so afterward. If you need a number, say 15-20%.

Most significantly, the power of pizza is the one thing that both scientists and wizards can agree on in Gloriana. Through understanding its mysteries, you find that you are significantly better at melding the scientific and the magical in your own work, and at getting those on opposite ends of that spectrum to work together. Show Gloriana that magic and technology are not in opposition, but stronger together!

Non-Essential - (800 CP; discounted with Slay Sense or Drop-In discount option, 300 CP with both)

When playing video games, it's always quite irritating when certain enemies cannot be killed at key moments. Or, sometimes, at all. Luckily, life doesn't have to be that way.

First, your enemies cannot be protected by any form of plot armor that would prevent you from killing them, or delay you long enough for them to escape. They can still escape if they would logically be able to, but no narrative force compels it.

Second, any mental force or compulsion that would prevent you from attacking a target simply fails to work.

Third, any sort of limitless revival or resurrection effects that an enemy might have are negated, at least in part. You may still have to kill them a couple times, but against you, no one will be able to keep popping back up indefinitely.

Fourth, if an enemy you have killed is revived in some way, you know it, and have a sense of the location of their revival.

Outside the Gates of Mordavia



General Perks

Thrilling Throwing - (100 CP for each of ranks one and two; 200 CP for rank three)

The ability to throw a dagger, spell or stone true.

- At rank one, you can hit a man-sized target consistently from forty feet, a bullseye from twenty, and from ten... an actual eye.
- At rank two, double the range of rank one.
- At rank three, double the range again, and you can throw with each hand simultaneously without sacrificing accuracy, and draw and throw at twice the rate you could before. This does not allow you to cast spells any faster.

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.

Silmarian Dance of Mystery and Meandering Intrigue - (100 CP)

At will, play any music from the Quest for Glory games, in addition to any music you have personally heard in full. The music can be out loud at any volume up to 100 decibels, or something that only you and selected individuals can hear.

Sweltering Swagger - (100 CP) - This perk is only available for purchase in Quest for Glory 2-3 jump.

Twirling Tangles - (100 CP) - This perk is only available for purchase in Quest for Glory 2-3 jump.

So You Want To Be A Hero? - (200 CP) - This perk is only available for purchase in Quest For Glory 1 jump.

Pontiff of Prophecy - (200 CP)

You've dealt with more than enough prophecies in your time, and you know the tricks of the trade. First, this perk lets you know if a 'prophecy' is legit. Second, you understand the correct interpretation of a prophecy (where applicable) with ease. If the prophecy has multiple correct interpretations, then you understand all of them. Finally, this makes you much better at creating fake prophecies that sound convincing, but the wise or clever *might* still see through them; it's not foolproof.

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.

Dauntless Defiance - (200 CP)

Your heroic verve, your will, your sheer chutzpah, allows you to better resist magics that would seek to alter your mind in any way, including control. This perk is not required to resist such magics, but with it those who wish to charm you, or put you under a hypnotic spell, will find it *much* harder to do so. You'd be able to defy even a mind control or charm attempt by Ad Avis or the Dark Master, without too much difficulty.

Shapeshifter - (200 CP)

In the world of Gloriana, we see at least examples of those who can take the form of wolves, and others of leopards. When you take this perk, gain the ability to transform into any one mundane animal, and back; you may choose a different animal at the start of each jump, replacing the previous.

If you also have the Drum of Magic Item, you can accumulate different forms to use, either through the Drum of Magic ritual, or through the new form gained each jump.

If combined with Nature's Champion (Thief), Shapeshifter allows you to shift into functional, chimeric combinations of mundane creatures, including humanoids, and alter the size of creatures you become by up to double or half. Thus, you could become a giant wolf with ram's horns, or a mouse with a scorpion tail.

Familiar Faces - (200 CP, or 100 CP)

No matter how far you travel the breadth of the world, you keep running into familiar faces. For the most part these will be friends and allies, finding themselves in the same corner of the world as you for often convoluted and credibility-stretching reasons. Occasionally there will be someone whose company you don't exactly cherish, but this perk will not make you more likely to run into old enemies, or those who wish you real harm.

This will not allow allies to travel in ways that are actually impossible for them. There must be a plausible, if very unlikely, way they could have gotten to where they are. In particular, it will not allow allies to travel in between settings unless you or they have some other means by which they can do so.

For 100 CP, you are just as likely to run into old enemies as old allies.

Vampirism - (400 CP; discount with Katrina companion)

No matter what form your mortal shell takes, you are now a vampire. This includes the standard vampire benefits of eternal life, youth, strength and the ability to turn into a bat. With this purchase, as opposed to becoming a vampire in-setting, you avoid the pesky drawback of being a slave to your master's will. Also, the sun is an annoyance but will not actively harm you. Drinking blood is not required, but will temporarily make you more powerful.

Faery Blood - (400 CP; requires Half Faery-Folk; discount with Erana companion)

You have awakened the full potential of your Faery blood, possibly with the aid of Erana. The primary benefit of this is that your mana points restore much more quickly: a full hour's rest will restore you to full capacity. Additionally, the magic power boost from your Half-Faery Blood increases from 20-25% to around 50%. Finally, you have a minor inherent flight ability, you can fly at walking speed but cannot move too far above the ground.

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

As evidenced by the Dryad of Spielberg 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.

Gift of the Mother - (requires Friend of the Forest; 200/400/500/600 CP; see text)

The Mother of the World (see Items) has blessed you. With a purchase of 200 CP, you gain one of the benefits below. You may only select benefits corresponding to those you received from Friend of The Forest, regardless of your current background. You may take this additional times to gain the benefit of other backgrounds, but again only those that you have the Friend of the Forest blessing for. The third and fourth times this perk is discounted. The requirements to retain these powers are the same as for Friend of the Forest.

Fighter: Your fighting skills are enhanced further, making you stronger and faster while in nature's embrace. In the most wild parts of the world, you are twice the warrior you are on a city street. This blessing continues with you for a while once you leave nature, but fades over a day.

Magic User: Your magic can now promote natural healing, cure poisons, and ward away unnatural things such as demons. Further, your ability to enhance the growth of plants deepens, and extends to animals somewhat as well. The potency of these effects grows with the rest of your magic.

Thief: You can pass through wild areas with unsurpassed speed and stealth. Not only are you untrackable, you pass between trees only to appear hundreds of feet away between a different pair. With practice, your movement through natural places can be up to ten times as quick as otherwise.

Drop-In: Nature tries to protect you so that you will come to no harm. Not only will wild animals not bring you harm, they will regard you as something to be protected against those that assault you. Monstrous beasts that have at least some aspect of nature in them will, at the least, leave you be.

Nature's Champion - (requires Gift of the Mother; 200/400/500/600 CP; see text)

The magic of Nature itself has noticed you, and deemed you a protector. With a purchase of 200 CP, you gain one of the benefits below. You may only select benefits corresponding to those you received from Gift of the Mother, regardless of your current background. You may take this additional times to gain the benefit of other backgrounds, but again only those that you have the Friend of the Forest blessing for. The third and fourth times this perk is discounted. The requirements for this perk are stricter than for the previous two: you must act as a champion of nature in some reasonable capacity. This does not mean you have to be a tree-hugging hippy, but in the places you go, Nature should be left stronger, and more thriving, for your actions.

Fighter: You are a warrior blessed with the power of the earth itself, and the things that grow from it. You can shift this blessing from an offensive to a defensive one, and back, or split the power evenly between them. As an offensive blessing, your blows are crushing, the force of the falling tree behind them. Effectively double your strength with regard to hitting, breaking, or crushing things. As a defensive blessing, your skin becomes as hard as bark layered over stone, without losing any flexibility or pliability. You are exceedingly hard to damage with normal weapons; naked, the protection is as strong as magical chainmail. This defense stacks with and enhances any existing toughness, as well.

Magic User: All the previously granted magics grow in power and scope, allowing you to banish demons, grow vines to bind creatures to the ground in seconds, and be accompanied by enlarged animal protectors. Additionally, you can master the magic of transforming others, or yourself, into animal forms with incantation and power. This is not a quick or painless transformation, however.

Thief: With only a small expenditure of will and stamina, you can immediately move from any tree (or other large plant) to any other tree known to you in the world, as simply as walking into one. You may also move from river to river in the same way, by diving into one, and appearing in the other. Further, you gain an optimal camouflage ability within natural environments, your coloration (including worn clothing) changing to reflect the natural environment (this can be turned off, of course).

Drop-In: Natural animals of all kinds are under your sway and direction with a mere focus of will, and you can direct them with visualized images and intentions. They are limited in their ability to follow complex commands by their intelligence, however. With focus and attention on a particular animal or plant, you can 'awaken' it over a period of days or weeks, granting it a greater comprehension and awareness, without lessening its loyalty to you. Both these powers are partially effective on monstrous beasts, and not at all effective on naturally sapient creatures.

All: If you acquire every blessing of nature, a total of 1800 CP across three jumps, then you become the prime representative of Nature in all of Gloriana. You gain a Dryadic altform. You gain the full force of offensive and defensive Fighter blessings at once. Your ability to awaken animals or plants takes hours or days, rather than days or weeks.

Further, you gain a versatile animal shapeshifting ability, able to change from a robin to a rhinoceros in moments. You can change into any 'natural' animal with this easily, as small as a mouse or as large as a whale, and may be able to change into more exotic forms with practice, but it does not grant esoteric supernatural abilities of creatures. Wounds that you take in one form do 'carry over' to others, though if a blow would seriously damage a weaker form (such as a bird), it instead forces you back into your natural form (where you are then affected by the blow).

Continuity for NPCs & Companion Import

If you purchased any of the companions from previous Quest for Glory jumps, then those companions may join you in this jump without any CP cost, whether or not you chose **Import Character**. Import options below will let you add additional CP to them, if you wish. If any of them are listed as gaining perks they already have purchased, then they get the CP cost of that perk (to them) instead. They have the same background they had previously.

Zara Shashina - Zara is now a powerful wizard, nearing the upper echelons. She is a Half Faery-Folk Magic User with Arcane Arts, Convenient Cantrips, Fantastical Familiar, Wizarding Wit 1, Magical Magnitude 3, Sorcerous Skill 3, Potent Potioneering, Spell Sense, Staff of Many Magics, Thrilling Throwing 1, Dashing Diplomacy 1, Who Needs A Dentist?, and Friend of the Forest (Magic User). Beyond the perks, she's mastered all the magic from the previous jump, and started on some of the new spells listed here. Over the course of this jump, if she journeys with you, she will learn the rest of the spell list. She will gain the Subtle Sorcery perk, Potent Potioneering 2, and *one of* Gift of the Mother (Magic User), Sorcerous Skill 4, or Poison Potente. Her imp familiar, Damiano, will also become more powerful in ways that are hard to predict.

Brauggi - Brauggi is a physically powerful Frost Giant who you may have convinced to join you in the first jump. In addition to his Frost Giant nature, he has Stunning Swordsmanship 2, Magnificent Might 3, Vivacious Vitality 3, Slay Sense, Thrilling Throwing, Magical Magnitude 2, Sorcerous Skill 2, Sweltering Swagger, and a magical greataxe that is unnaturally sharp and bites with cold. Over the course of this jump, if Brauggi journeys with you, he will gain It's Also Good For Whacking and *one of* Path of the Paladin, Spell Sense, or Fancy Footwork.

Dryad of the Woods - The dryad at least has the equivalent of the perks Magical Magnitude 2, Sorcerous Skill 2, Friend of the Forest (maxed), Gift of the Mother (maxed), and from this jump gains Nature's Champion (maxed). She is the first Dryad to be freed from being tied to a specific region (though dryads don't seem to mind staying in one place), and is certain to expand her magic in unforeseen ways as she explores the different biomes that you will reach. Over the course of this jump, if she journeys with you, her dryadic magic will reach new heights, becoming the most powerful Dryad of Gloriana, and the truest representative, and representation, of Nature in Gloriana.

Fox Friend - Your fox friend continues to have a knack for ferreting foxing out secrets and hidden information. He has Wizarding Wit 1, Stellar Stealth 2, Agile Alacrity 1, Dashing Diplomacy 1, Narrative Necessity, Essential, Protected Protagonist, Who Needs a Dentist, Friend of the Forest (Thief & Drop-In boons), and Gift of the Mother (Thief & Drop-In). He picks up a lot of new information, and gets into some interesting places. In this jump, he will gain Nature's Champion (Thief & Drop-In), and *one of* Rakish Rogue, Outsider Obfuscation, or Protected Protagonist 2.

Elsa von Spielberg - Elsa continues to hone her martial abilities, enjoying exploring new places to test her skills. She has Armored Aptitude, Diligent Disciple, Stunning Swordsmanship 3, Magnificent Might 1, Vivacious Vitality 2, Fancy Footwork Slay Sense, Dextrous Dispatchment 2, Agile Alacrity 1, Roguish Rapport, Masterful Marksman 2, and Thrilling Throwing 1. Over the course of this jump, she gains Magnificent Might 2, Agile Alacrity 2, Masterful Marksman 3, Superior Swimmer, and *one of* Path of the Paladin, or Less-Than-Clean-Fighting.

Toro - The minotaur Toro is happy as long as Elsa is happy, and happy to lend his might to the same causes she does. He has Stunning Swordsmanship 2, Magnificent Might 3, Vivacious Vitality 3, Slay Sense, and Thrilling Throwing 1. His Minotaur nature boosts his strength further, and gives him an incredibly tough hide for skin. Over the course of this jump, he gains Superior Swimmer, Magnificent Might 4, Agile Alacrity 1, and Thrilling Throwing 2.

Yorick - Yorick enjoys picking up new jokes and playing pranks whenever he can get away with it. He has Convenient Cantrips, Wizarding Wit 1, Magical Magnitude 2, Sorcerous Skill 2, Charming Charlatan, Agile Alacrity 1, Pun Pacification 2, Thrilling Throwing 1, and Spell Sense. Over the course of this jump, he learns several new spells, and gains Subtle Sorcery, Wizarding Wit 2, and Thrilling Throwing 2.

Bruno - Bruno is happy as long as he has things to kill and riches to plunder. He has Stunning Swordsmanship 1, Magnificent Might 1, Vivacious Vitality 2, Slay Sense, Dextrous Dispatchment 3, Stellar Stealth 2, Agile Alacrity 2, Subtle Sense, Thrilling Throwing 2. Over the course of this jump, he gains Poison Potente and Less-Than-Clean Fighting.

Aziza - Aziza is a human enchantress, especially attuned to the magics of water and object enchantment. She has her natural talents for healing and scrying, and Arcane Arts, Convenient Cantrips, WIT, Wizarding Wit 2, Magical Magnitude 2, Sorcerous Skill 3, Elemental Expert, Spell Sense, Staff of Many Magics, Pontiff of Prophecy, and Dashing Diplomacy 2. She has at least learned most of the Wizard spell list here, and mastered a fair amount. If Aziza journeys with you, she will learn the rest of the new spells, and gain Honorable Magics, Magical Magnitude 3, and Sorcerous Skill 4.

Rasha Rakeesh Sah Tarna - Rakeesh is a liontaur Paladin, a fearsome warrior and symbol of true decency and goodness in the world. He has Diligent Disciple, Stunning Swordsmanship 2, Magnificent Might 2, Vivacious Vitality 3, Path of the Paladin 2, Agile Alacrity 1, Dashing Diplomacy 2, Thrilling Throwing 1, though the effects of some of these are greatly reduced by his wound, as well as his sword, Soulforge. Over the course of this jump, if he journeys with you, he gains Agile Alacrity 2, Stunning Swordsmanship 3, Dashing Diplomacy 3, and *one of* Essential, A Hero's Welcome, or Dashing Diplomacy 4.

Kreesha Mar Asha - Kreesha is a liontaur sorceress, and wife of Rakeesh. As specified in the previous jump, they will only travel together. She has the perks Arcane Arts, Wizarding Wit 2, Magical Magnitude 3, Sorcerous Skill 3, Spell Sense, Staff of Many Magics, and Dashing Diplomacy 1 as well as a rare gift for creating long distance portals. She has at least learned most of the Wizard spell list here, and mastered a fair amount. She does not care to apply to WIT. Over the course of this jump, if she journeys with you, she will learn the rest of the new spells, masters a majority of them, and gains Honorable Magics, Sorcerous Skill 4, and *one of* Subtle Sorcery or Spell Sense 2. She will also continue to hone her ability with magical portals.

Shameen & Shema - The Katta couple who you may have met traveling in Spielberg, Shameen & Shema are husband and wife. They will only travel together. While not as powerful as other companions, Shameen & Shema are true and fast friends. At the beginning of this jump, Shameen has the perks Convenient Cantrips, Wizarding Wit 1, Magical Magnitude 1, Sorcerous Skill 2, Agile Alacrity 2, Thrilling Throwing 1, and Dashing Diplomacy 1. He knows a handful of spells. Shema has the perks Practiced Picker, Dextrous Dispatchment 1, Stellar Stealth 2, Agile Alacrity 2, Masterful Marksman 2, Thrilling Throwing 1. Over the course of this jump, if they journey with you, Shameen will gain Magical Magnitude 2, and Subtle Sorcery, and learn a few more spells. Shema will gain Dextrous Dispatchment 2, and Daring Dance.

Johari - Johari is a wereleopard who you may have encountered in Tarna, and a fearsome warrior, with some skill in both melee and magic. At the beginning of this jump, she has the perks Stunning Swordsmanship 1, Vivacious Vitality 1, Magnificent Might 1, Magical Magnitude 1, Sorcerous Skill 1, Dextrous Dispatchment 1, Stellar Stealth 2, Agile Alacrity 2, and Thrilling Throwing 2. Over the course of this jump, if she journeys with you, any five of her perks increase by one rank, OR all six of her rank 1 perks increase to rank 2. She picks up a few more spells as well.

Devon Aidendale - If you picked up Devon in one of the previous jumps, then you would have built him yourself from scratch, and he may have earned a bit more from being the hero of prophecy for any or all of the three plotlines previous. For each of the two plotlines (Quest for Glory 4 & 5) in this jump that he actively plays the role of the hero for he gains another 400CP after completing the plot. If you took the *Heroic Plotline* drawback you can be “co-heroes” with him, but he only earns 300 CP for each in that case. For this extra CP, he can freely change his background once from what you chose in the previous jump, but must use the discount option (not the stipend).

Other Characters - The previous jumps gave a method by which you could “build” the perks of a native character that was not otherwise specified. If you did so, and chose to bring that character to this jump, then over the course of this jump they “earn” an additional 600/800/1000 CP with which to get new perks, depending on whether you paid 100/200/300 for the companion originally. (This already includes the bonus from choosing the same background)

Companion Import / Upgrade

Companions can come into the world for free, but this section can be used to give them CP. All companions get a background and must choose the discount option (not the stipend). Non-canon companions *do* gain the free perks or bonus CP granted by the discount option.

You may also choose to *upgrade* canon companions, either those above, or new ones below. 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.

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) 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 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, a roguish thief, or an honorable paladin.

If you did not pick up Devon in the last jump, you can join up with him here. He can be built fresh with any background, using 1600 CP, and is the only companion that may choose either the stipend or discount option.

For each of the two plotlines (Quest for Glory 2 & 3) in this jump that he actively plays the role of the hero for he gains another 400 CP after completing the plot; he may have a different background for spending this CP. If you took the *Heroic Plotline* drawback you can be “co-heroes” with him, but he only earns 300 CP for each in that case.



Erasmus (300 CP) is a century old, and the most powerful wizard alive. His constant companion is his rat familiar, Fenris. Erasmus’ oddly inscrutable (and inscrutably odd!) behavior belies his immense magical power and experience. He is a good, if frustrating, friend to have. It can be difficult to get through to him due to his seemingly whimsical way of dealing with everything, but when push comes to shove he’s got the power to shove back the push. But god he can be aggravating.

He maintains a number of homes in all areas of the world, and seems to have taken a particular interest in you. If you’re of heroic inclinations, you can expect to have his help on a somewhat inconsistent basis. If you’re more of a villain, well...

Erasmus has mastered every spell listed in this jump, and many more. He has *at least* the equivalent of Arcane Arts, Convenient Cantrips, WIT, Fantastical Familiar, Wizarding Wit 3, Magical Magnitude 3, Sorcerous Skill 4, Elemental Expert, Spell Sense 2, Staff of Many Magics, Convenient Components, Subtle Sorcery, Pun Pacification 1, Thrilling Throwing 2, and his hat (see Items). He also came before Dumbledore, he wants you to know, so don’t get snarky about it.



Erana and Katrina - Erana is a powerful half-human, half-Faerie Folk Wizard who left her mark across the world. She traveled around Gloriana doing good and establishing blessed places of safety. Unless you’ve avoided the plot entirely, you have seen her mark in many places. Several generations ago, she was trapped in the place between worlds as she battled to stop Avoozl, a being of incomparable dark power, from entering the world.

Katrina is a dark wizard and vampire. She was not, however, without humanity, and longed for companionship in between dark actions. Many years after Erana was trapped with Avoozl, Katrina intended to complete the summoning of Avoozl because the sun irritated her, but she was not aware of the full scale of destruction that would occur. She manipulated and used Devon Aidendale to find the necessary rituals, though developed love for him through their interactions. Meanwhile, the hero began to see and communicate with Erana in his dreams, where they too built a connection.

In the course of things, the summoning ritual was performed, but Katrina ended up sacrificing herself to protect Devon, and was pulled into darkness by Avoozl. Devon, then, freed Erana from her prison, allowing her to complete the banishing ritual, ridding Moravia (and the world) of Avoozl’s influence entirely. However, Erana’s life had long since ended. It was only her spirit there, which passed into death after giving her thanks and farewell to Devon. This is the end of the Shadows of Darkness game.

In Dragon Fire, Devon has the opportunity to free either Erana or Katrina, but not both, from the underworld. The one freed plays an important but not central role to the plot. This, of course, is only a description of the canonical events. You may subvert it entirely, and are assumed to have done so if you purchase both as companions.



Erana (400 CP) has the inherent gifts of her heritage, her staff (see items), and the perks Path of the Paladin 1, Convenient Cantrips, Wizarding Wit 3, Magical Magnitude 4, Sorcerous Skill 4, Spell Sense 2, Staff of Many Magics, Honorable Magics, Agile Alacrity 1, Dashing Diplomacy 3, Who Needs A Dentist?, Faery Blood, Friend of the Forest (Drop-In, Magic User), Gift of the Mother (Drop-In, Magic User), Nature's Champion (Magic User). She knows all the spells listed in this jump, and many others. Erana has a particular gift for magic relating to peace, and the ability to create lasting enchantments that promote harmony, healing and well-being. She has arguably done more good for the world than any other mortal being.

Erana is a truly good soul, and will not tolerate traveling with those who do evil. This does not mean that she will hold you to the standards of a Paladin, but if you turn against the righteous and knowingly harm the innocent, she will become your enemy rather than your friend. If you are doing evil due to a foreign influence, her first course of action would be to end that influence rather than to harm you. She prefers peaceful resolutions where possible, but will not turn against you for pursuing more violent methods of stopping evil, unless that seems to always be your only approach. In cases of enemies that are truly pure evil, such as demons and the mindless undead, she has no objection at all to violence.

Katrina (300 CP) has her cloak (see items), and the perks Magnificent Might 2, Vivacious Vitality 1, Arcane Airs, Wizarding Wit 3, Magical Magnitude 3, Sorcerous Skill 4, Elemental Expert, Spell Sense, Staff of Many Magics, Subtle Sorcery, Stellar Stealth 1, Agile Alacrity 2, Subtle Sense, Thrilling Throwing 2, and Vampirism. She knows all the spells from the standard list, and many others besides. She is particularly skilled with dark and destructive magic.

Many of the physical perks are due to her vampire nature. Note that due to her Vampirism perk, with this purchase she has a more 'forgiving' form of vampirism than in canon.

Katrina has a strong superiority complex, and is likely to bristle a lot of feathers with those she interacts with. She has a much more pragmatic outlook on life than Erana however, and can probably adjust to the moral views of any jumper. As a vampire, she is/was prone to putting people in cruel and ironic situations. Canonically, if she is resurrected it is as a human, and it is heavily implied that she is on the path to redemption.



Famous Adventurer (300 CP) - Mysterious as he is wily, the Famous Adventurer (or just F.A.) claims to have gone by countless names over the years. He's the reason Devon Aidendale (and perhaps your background persona) got into adventuring in the first place! He's old and a bit tired now, but if taken as a companion that's unlikely to be a problem for long. In addition to having a wide breadth of experience, and having survived countless deadly things, he has the perks Armored Aptitude, Stunning Swordsmanship 2, Magnificent Might 1, Vivacious Vitality 2, Fancy Footwork, Wizarding Wit 2, Magical Magnitude 1, Sorcerous Skill 2, Practiced Picker, Stellar Stealth 2, Agile Alacrity 1, Dextrous Dispatchment 2, Rakish Rogue, Masterful Marksman 2, Narrative Necessity, Dashing Diplomacy 2, Protected Protagonist, Thrilling Throwing 2, Who Needs A Dentist?, and Sweltering Swagger.

Baba Yaga (200 CP) - Whoo, boy. Are you sure about this? First, Baba Yaga is only available as a companion if you did not kill her in the first Quest for Glory jump. Canonically, Devon Aidendale merely drives her out of Spielberg valley rather than slay her. Second, Baba Yaga is a power-hungry ogress sorcerer, invested in nothing but herself. But I suppose if you really want... She won't be hard to convince with the promise of power. Baba Yaga has Wizarding Wit 2, Magical Magnitude 3, Sorcerous Skill 3, Potent Potioneering 2, Spell Sense, Subtle Sorcery, Magnificent Might 1, Vivacious Vitality 1, and Poison Potente. She knows the majority of spells from the standard list, and many curses that are not on it. Including Transmogrification (e.g., turning people into frogs).

Elsa von Spielberg (200 CP) - Originally the princess of Spielberg, rescued during the events of Quest for Glory 1 (possibly by you), Elsa canonically ends up part of the plot of Dragon Fire when she enters the competition to become the new ruler of Silmaria. She is stubborn, beautiful (the art varies), and a fierce and skilled warrior. If she did not join you in the first jump, then she is available here, with the same perks as described in her entry above.

Toro (100 CP or free; see text) - Toro is a fierce minotaur warrior. Once rescued by Elsa, he has become her closest friend and protector. If you have Elsa as a follower or companion, and did not pick up Toro in the first Quest for Glory jump, then Toro will be easily convinced to also be a follower at no CP cost, or can be a companion for 100 CP. He has the same perks as described in his entry above.

Dr. Cranium (200 CP) - This man of science does not have time for the tripperies and nonsense of magic. SCIENCE will lead us forward into a new age! His abilities are not well represented by the perks of this jump, beyond the fact that he has Wizard's Wit 3 (except he knows SCIENCE instead of magic). He is a master of many disparate branches of invention, and finds himself well out of place among the superstitious folk of Moravia. Incidentally, Dr. Cranium is the great-great-great... grandfather of Dr. Brain. If you prefer, you can select Dr. Pretorius/Dr. Mobius in place of Dr. Cranium.

Goon Mercenary (50 CP*, see text) - Goons are semi-domesticated relatives of ogres. Not actually a monster unless you make them mad, Goons are large, ugly, and rather dumb (compared to humans). With patience, kindness, and five years of extensive training, they can be housebroken. This particular one is already trained and perfectly loyal to you. He/she has the equivalent of Magnificent Might 2 and Vivacious Vitality 2, meaning they can lift about a thousand pounds without difficulty, and has tough, leathery skin.

A second purchase grants two more goons, a third purchase three, and a fourth (and final possible) purchase grants four more (a total of ten). If you purchase more than one, they may be imported as a single companion as a group, dividing the potency of perks among them.

Other Companions - There are many other characters in the setting that you might convince to join you in your travels. Any character not otherwise mentioned above can be paid for with 100 or 200, and then built with 1400 or 2200 respectively, using the discount option for perks.

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.

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



Items: Notable Gear

Replenishing Stamina Pill or Potion (25 CP)

This gives as much energy and revitalization as a one hour nap; useful in the midst of battle. It reappears the next day if used.

Replenishing Healing Pill or Potion (50 CP)

This will cure all minor wounds completely, or turn a deadly blow into a few days rest. It reappears the next day if used.

Replenishing Mana Pill or Potion (50 CP)

This will restore enough magical power to throw two dozen elemental attack spells, or equivalent. It reappears the next day if used.

Amulet of Waterbreathing (50 CP)

This simple but potent magical amulet clings tight to the chest, and allows the wearer to breathe salt or fresh water as easily as air.

Amulet of Undead Warding (100 CP)

This amulet gives immunity to the energy and life draining effects of undead, and makes the undead very reluctant to approach the wearer at all.

Magic Grapnel (50 CP)

A grappling hook and rope. The grapple attaches firmly to any surface without making any noise, even where there is nothing to grip. Gripping the rope is easy, and never leads to rope burn. The rope retracts and extends up to 200 feet; one can therefore “retract” the rope to be pulled up, for example.

Famous Adventurer's Correspondence Subscription (200CP; discounted with Famous Adventurer)

At the start of each jump, you receive a primer written to would-be adventurers that outlines the monsters and dangers of the setting. The primer does not reveal especially well hidden secrets, but will otherwise at least contain some information on even the rarer monsters and environmental hazards.

Bottle of Hippocrene Water (200 CP)

A bottle, roughly a liter, filled with the waters of the Hippocrene. Refills each day at dawn (or local time equivalent). A deep quaff of this water will restore zest for life and inspiration to the most downhearted. This doesn't guarantee that they will remain so forever, but neither does it “wear off” after a certain period. It can also be used as a powerful magical component in awakening things that are slumbering or in a torpor. For instance, pouring this water on the roots of a dryad tree may cause it to come to life and dance with joy.

Bottle of Lethe Water (200 CP; discounted with Bottle of Hippocrene Water)

A bottle, roughly a liter, filled with the waters of the Lethe. Refills each day at dusk (or local time equivalent). A deep quaff of this water will put the imbiber into a deep, enchanted and healing slumber. Their body will recover quickly from poisons, wounds and foreign influences. It can also be used as a powerful magical component in other sleep spells, or magic of memory.

General's Shield (200 CP; discount with Marvelous Maintenance)

This round hoplite shield is extremely light and nearly impervious to damage. Nothing short of the Dragon of Prophecy, or Avoozl itself, could harm it.

Magic Chainmail (100 CP; discounted with Armored Aptitude, or if you ‘trade in’ a previous Chainmail CP purchase)

This potent, if generic, magical chainmail will provide the best physical protection to a warrior that can be achieved in the setting.

Magic Bow (100 CP; discounted with Masterful Marksman 2, or if you ‘trade in’ a previous Bow+Arrows purchase)

This bow provides an unlimited supply of arrows, and shoots truer and farther than anything mundane.

Flying Machine (200 CP; discounted with any of the setting's scientists as a companion)

This crude but effective hot-air-balloon airship is far more reliable than you might otherwise guess. It travels at roughly a hundred miles per hour at top speed, can easily change directions, and is not impeded by anything less than hurricane-force winds. It will not be damaged by anything short of intentional action. More importantly, it generates a mild SEP field. When it is landed, no one will attempt to steal or sabotage it, or complain about where you left it. When in flight, you will suffer no negative “random encounters” or incidental attacks.

Ring of Truth (200 CP; discount for Path of the Paladin)

This immensely powerful ring glows brightly in response to falsehood communicated in its vicinity. The glow cannot be concealed, and shines through all coverings and clothing. Further, anyone who sees the glow knows what it represents.

Complete Starter Spellbook (200 CP; discounted with Sorcerous Skill 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 Magic Training. 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.

Complete Intermediate Spellbook (200 CP; discounted with Sorcerous Skill 3)

Requires, and functions as, the first volume. Contains: Aura, Force Bolt, Juggling Lights, Levitate, Lightning Ball, Protection, Resistance, Reversal.

Complete Advanced Spellbook (200 CP; discounted with Sorcerous Skill 4)

Requires, and functions as, the previous volumes. Contains: Augment, Boom, Fascination, First Aid, Frost Bite, Glide, Hide, RIP, Shrink, Whirlwind.

Complete Master Spellbook (200 CP; discounted with Sorcerous Skill 4)

Requires, and functions as, all three previous volumes. Contains Dragon Fire, Ritual of Release and Thermonuclear Blast, and a few more from the setting not normally available to the hero in the course of the game: Teleport, Transmogrification, Far-See, Magic Portal, and Summonings. Note that these magics exist in the setting, and are learnable, with or without this book, but they may be difficult to acquire or access.

Katrina's Cloak (300 CP; free for Katrina; discount with Subtle Sense or Subtle Sorcery, or if Katrina is a companion)

This simple hooded cloak keeps one warm in a winter's chill, and grants a significant increase to the wearer's ability to hide and move undetected. More powerfully, it provides the wearer with a major confounding effect.

As long as the hood is up, those interacting with the wearer will be unable to draw a connection between the person with the hood up, and without the hood up. Essentially they see them as two individuals, and form opinions and relationships with them separately. This effect breaks (for a given individual) if they interact with both hooded and unhooded wearer in a very short time period, meaning you cannot put the hood up while they are looking at you and expect it to work. Someone who has seen through the deception, however, cannot convince others of the truth with simple words.

The hood will not be blown off or fall off casually. It must either be voluntarily lowered, or forced.

Finally the cloak boosts the ability of the wearer with magics of illusion or deception, making them half again as powerful.

Erana's Staff (300 CP; free for Erana; discount with Path of the Paladin or Honorable Magics, or if Erana is a companion)

Erana's Wizard Staff is the pinnacle of wizarding artifacts on Gloriana. First, it grants the benefits of the Summon Staff spell (not the perk) to a magic user holding it if they do not otherwise have that spell or ability. Second, if used to channel magic of peace and harmony, it makes them half again as powerful.

Third, the Staff can be ritually placed in one location where it can only be removed by the will of the placer. There, it grants a powerful ward of peace and protection on the surrounding area, up to the size of a small village. This ward is especially potent against undead and demonic influences. (If incorporated into another item, the staff can be separated out again to perform this function.) If the owner of the staff remains at that location, they may continue to benefit from the other features of the staff.

In one location per jump, with a one day ritual the owner of the staff can make the ward permanent. The location can be changed with a new one day ritual. This ward remains even after you move on.

Finally, one in possession of the staff can cure vampirism and similar afflictions, though it requires the power of life. A life willingly given will do it, but with sufficient life force spent, a sacrifice may be unnecessary.

Erasmus' Hat (300 CP; *requires* WIT; free for Erasmus; discounted with Outsider Obfuscation or A Hero's Welcome, or if Erasmus is a companion)

The classic stars-and-moon hat that Erasmus sports, sometimes blue, sometimes purple, is a thing of majesty, a thing of a real *Wizard*. While wearing it, anyone who sees you will know that you are a great Archmage, far beyond your everyday Arcanist, your nextdoor Necromancer, or your so-so Sorcerer. This will leave most in awe by default, though those with regular exposure to very extreme things may simply be impressed. It will also never be considered silly, unstylish, or out of place. It grants a generalized moderate boost to any and all *showy* magical effects, making them up to 25% stronger, and up to twice as flashy. Finally, it's been charmed by Erasmus to ensure you never forget where your magical keys were left.

Piotyr's Sword (300 CP; Discounted for Path of the Paladin AND Stunning Swordsmanship 2 OR with Path of the Paladin 2; special with Soulforge)

The holy blade of the legendary paladin Piotyr, this weapon is even more potent than Soulforge. It burns the hands of evil and cannot be borne by them. Otherwise, in the hands of a normal fighter, it is an incredibly sharp and deadly blade that is lit with a burning blue flame. In the hands of a Paladin, the flame burns brighter, spreading a light that repels weaker undead, and it enhances your paladin abilities. It can strike true against undead and demons, even when they would not be susceptible to the sting of a blade.

If you purchased Soulforge in the previous jump, you can 'upgrade' it to this at the cost of the difference: either 100 CP, or 50 CP if discounted.

Peace Statue (200 CP; Discount for Path of Paladin or Dashing Diplomacy 3)

This statue, only a foot tall, will greatly aid in the peace process between two nations, groups, or factions. When present at negotiations, it soothes tempers and encourages reason and compromise. When enshrined as part of a successful peace agreement, the two groups are far less likely to violate that agreement; when used in this way, the statue loses its other properties and cannot be used for other negotiations. In this case, you receive a new statue at the start of your next jump.

Prophecy Stone (200 CP; Discount for Pontiff of Prophecy)

This stone can effectively be used once per jump and, once used, you receive a new one at the start of your next jump. It has two possible functions. One is to ritually release a creature that is bound or sealed; this will shatter all but the most mythic bindings, and greatly weaken even those. The second is to strengthen the bindings on a creature that is sealed in some way. The creature must already be contained, even if for only a moment, at which point applying the prophecy stone wraps it in incredibly powerful mythic bindings and seals which will last a minimum of one thousand years and a year.

Items: Locations

Unless stated otherwise, these locations follow you from jump to jump, and manifest in an appropriate location in that jump, rewriting history to have always existed there. If you are familiar with the setting, you can influence their location. You can also choose to have them not manifest in a given jump.

For location items it is possible for multiple people (e.g. jumper and companions, or multiple companions) to purchase the item together. If so, treat the cost as undiscounted, but the 'contributions' of any for whom the cost *would* be discounted are doubled. If the location grants some direct benefit to the purchaser, then this benefit is "spread out" over all purchasers, proportional to their effective contribution. If the location allows you to do something "once per jump", then that is a collective limit, not an individual one.

Delos Island (300 CP)

The island comprises roughly 200 mi²/500 ki². The island is lush and lovely; a veritable paradise.

The northern half is covered with huge trees, and contains the ruins of Delphi, and the Sibyl of Delos. The latter is a statue of a woman who comes to life to grant petitioners a prophecy. Only one prophecy per person per jump will be granted.

The southern half is covered with incredibly dense forest, nearly impassible, and at its center contains the woods of a powerful Dryad circle. These dryads are individually weaker than the canonical dryad of Spielberg valley, but collectively stronger, and will be favorably inclined to you with this purchase. They will not, however, leave their woods. You can decide whether the dryads are a consistent circle that follows you, or a new one for each setting. You decide whether the dryads and/or the Sibyl are unique to each jump, or whether they 'follow' you.

Skyros Island (300 CP) - The island comprises roughly 200 mi²/500 ki² of land, with a lake at the center perhaps five miles across. The surface of the island contains nothing particularly impressive, being mountainous and forested. Beneath the lake, however, lies the city of Atlantis, deliberately sunk long ago to shield its people from the Dragon of Doom. The city is connected to the larger ocean through vast underground tunnels.

The Tritons (merfolk) living there now are a few thousand strong, under the rule of Hippolyta. With this purchase, they will be favorably inclined to you. You can decide whether Atlantis is consistent (retaining its population and improvements between jumps), or whether a new one forms each jump.

Atlantis, but not the island, can exist in your warehouse for a given jump, though it requires a large underwater area.

Marete (400 CP; see details)

The main island of the setting, Marete is 4000 mi²/10000 ki² of land, with a huge volcanic crater at the center and the (inactive) volcano taking up perhaps half the land area. The grand port city of Silmaria lies in the south east as its capital, and there are five fishing villages scattered along its coasts. The land is forested, a bit rocky, and not particularly suitable to large-scale farming.

This purchase comes with a condition. You must end the jump either having won kingship via the Rites of Rulership, or take as a companion someone who did (canonically Elsa is poised to do so, but I'm sure you could manipulate events in many ways). If this condition is not met at the end of the jump, then you do not get this location, and instead the CP cost is refunded to be immediately spent on other purchases.

In future jumps, a new "copy" of the Silmarian people is created that remains in that world afterward. The island adjusts to match the tech level of the new setting, though improvements that you make to the island carry through in some form. If plausible in the setting, you or whoever won the Rites of Rulership retain your position on the island in some form. This is not necessarily an autocratic dictatorship, but it is one of power, respect and influence.

Gates to the Underworld (400CP; discounted if you've permanently lost to death a true friend, dear lover or companion in your life or during your chain) Once per jump, including this one, you can open a portal to the local equivalent of the underworld. This must be done near a significant river, or something metaphorically equivalent, and must be done in the primary world of the setting if possible. The portal is always guarded by some great beast or challenge to overcome, suitable to the setting. The keeper of the underworld is encountered past the challenge, and cannot be slain, controlled, influenced or bypassed by any method. However, it can be bargained with in order to release the souls of the dead.

The bargains are always weighty, but need not be Faustian or self-sacrificial in nature. The portal remains in that location as long as you wish it to, but once you close it, you cannot open it again in this world. While it remains, others can potentially access it, but they too will have to deal with the same challenge in order to reach the portal.

Castle Borgov (500CP; 200 CP for Katrina sole purchase, discounted with Katrina companion)

Your standard vampire wizard castle, Castle Borgov looms large with presence and oppressive darkness. In future jumps, it optionally alters its exact form to suit the genre, but always remains primarily a fortification in form.

Whomever is linked to the castle (the purchaser) is twice as powerful with regard to magics of death or darkness. Anyone who practices such magic within the castle, likewise has their power doubled (this does compound with the first effect). Undead enjoy being within the castle (as much as they can enjoy anything) and will be much stronger, swifter and more powerful within its grounds. You may also choose to have it exist in your warehouse for a given jump, if you have an appropriate area.

If Katrina purchases this, and is 'redeemed', then the castle lightens a bit and instead doubles the potency of elemental destructive magics.

Erana's Retreat (500 CP; 200 CP for Erana sole purchase, discounted with Erana companion)

Erana's Retreat is a place of inviolable peace, tranquility and harmony with nature. It can take many forms, but always has a spring, lake or other water feature, the waters of which are purified and cure poisons when drunk directly from the source. Sleeping here will ensure a rest free of nightmares, and evil things are strongly repelled. Violence, including by you, is just short of impossible, though if attacked you will be able to fight back. Whomever is linked to the retreat (the purchaser) is twice as powerful with regard to magic of peace and life. Anyone who practices such magic within the retreat, likewise has their power doubled (this does compound with the first effect).

In future jumps, Erana's Retreat forms in some natural location within the setting, and blesses it with its magic. If there are no suitable locations with a water feature, it will create one. You may also choose to have it exist in your warehouse for a given jump, if you have an appropriate natural area.

Wizarding 'Tower' (500 CP; 200 CP for Erasmus sole purchase, discounted with Erasmus companion)

I mean, it *can* be a tower, if you like. But the definition of 'tower' is so, so malleable, really. Just like Erasmus, you have an extradimensional space of some nature, up to a large manor in size on the interior, where the laws of physics are negotiable. Gravity, for example, can be bent and twisted in interesting ways. Make an Escher space, if you like! The outside is up to your design as well, if you even bother having an 'outside'.

You can optionally link your space to places in each jump with a handful of teleport beacons, though these cannot be *completely* protected against those that might want to enter uninvited. The extradimensional space may optionally be only linked to your warehouse for a given jump, if desired. Or you may simply have no links at all, if you have some other means of teleportation.

Most crucially, this item provides a power boost, weaker but broader than the previous two items. The one linked to the Tower (the purchaser) has their general magic power increased by around 25%. Anyone practicing magic within the Tower likewise has a 25% boost, and these compound. The purchaser may block any given creature from receiving the boost at will.

Items: Basic Gear

Basic Gear (one free)

A week of rations. One water canteen. One sturdy pack. One basic grooming kit. One basic first aid kit. One coarse, sturdy blanket.

Money (25 CP; one free)

Enough gold to stay in a decent inn for two weeks, including meals.

Heroing Outfit Mark 3 (one free): You receive, complementary, a full set of genuine, original, heroing clothes! Three pairs of green socks, three pairs of heroic undies (with your choice of pattern!), one pair of teal pants, a brown vest, two white shirts, black belt and black boots. 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.

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 even denting this. You would 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 to 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 Swordsmanship 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.

Drawbacks

Gain up to +600 CP. “Heroic Plotline” and “A Deeper Shadow Cast” provide paths 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 exceptions are perks and items purchased in this jump, or in previous Quest for Glory jumps, 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**. 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.) The exception is perks and items *purchased* in this jump, or previous Quest for Glory jumps, which are retained and apply fully.

You and your companions retain your memories of self, and past experiences, but 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-world knowledge from your background and/or, if you chose **Import**, in-world knowledge from previous Quest for Glory jumps).

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 (+200 CP; +200 additional with Both Hands Tied; +200 additional with Blank Slate; does not count toward CP limit)

Maybe you were the hero of Spielberg, Shapier and Tarna, maybe not, but there are now two more kingdoms in need of one. Up for the job? This drawback makes a victory condition of the jump to complete the canonical role of the hero of Quest for Glory 4 and Quest for Glory 5.

First, in Moravia you must acquire the missing parts of the ritual to summon Avoozl, because it is only by first completing the botched ritual that his evil can be banished from the world forever. You must then acquire Erana’s staff and, with or without the aid of Katrina, free Erana from her extra-dimensional prison just as you complete the ritual, so that she can banish Avoozl for good before passing on. Katrina you must either kill, see imprisoned in darkness, or cure of vampirism. You likely have a couple months to accomplish this.

From there, you must proceed to Silmaria, where you will participate in the Rites of Rulership to become the new ruler of Silmaria after the previous one was murdered. During the Rites, you must uncover the plot to steal the throne, with the deadly threat of the Dragon of Doom looming over the land. In the course of your adventures, at least one of Erana or Katrina must be returned from the land of the dead (Erana by default if Katrina is not dead). You must ensure that the dragon of doom is sealed away or killed permanently. Finally, either you or Elsa Von Spielberg must survive and claim the throne of Silmaria. Again, you likely have a couple months before things come to a head.

If you accomplish all of this, your timer expands to the length of a normal human lifespan, so you may choose to live out a full “life” here before proceeding to your next jump. Optionally includes apparent aging if you don’t age. You may also choose to end the jump at any time before then, including immediately if you wish, though if you have ‘active’ drawbacks you must endure them for at least a full year before moving on.

All drawbacks end one year after completing the plotline, even if you stay longer.

You may elect to have an imported companion play the role of the hero in your place, possibly up to and including becoming the ruler of Silmaria.

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. After completing the plot of Quest for Glory 2 (Shapier), they will be at roughly 2/3rds, with the remainder by the time you complete the plot of Quest for Glory 3. The same scaling applies to any companions.

Heroic Style (+100 CP; +50 CP to any companion who also has to wear the clothing)

Did you see the Heroing Outfit Mark 3 under Items? For the duration of this jump, this, and Heroing Outfits from previous Quest for Glory jumps, is the only clothing you may wear. You must wear the full outfit at all times you are outside. 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.

A Punny Hell (+100 CP; +50 CP to each companion who has to regularly hear the puns)

Gloriana can be a punny place, but now it’s goddamn unbearable. Every two-bit shop-keeper and official is dropping bad puns and dad jokes right and left, never mind people like Erasmus. He might make blood come out of your ears (not literally). And the gnomes are absolutely *giddy*.

Any extraordinary resistance you might have to bad jokes is muted for the duration of your time here. You will have to suffer through it.

For double the CP, rather than just causing groans, the jokes do honest-to-god notable psychic damage, though only to you and your companions. It’s not likely to kill you, but it will be painful and weakening whenever you hear one. And hear them you *will*, no matter how many threats you make, or precautions you take.

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

The lands of Moravia are already teeming with Evil, undead found in many places and dangerous creatures everywhere. Now it’s cranked up to eleven, with undead everywhere that isn’t warded against them, and all other sorts of dangerous creatures constantly about. Werewolves (the bad kind) are also infesting the woods. The leaking evil of Avoozl has nearly fully corrupted the place. Erana’s various wardings can only barely keep them at bay.

In Silmaria, not only are the number of enemies that you’d otherwise see doubled, but in addition there are any number of greek inspired monsters that would otherwise not be present. Goons are led by Cyclopean warlords, and Furies dive from the sky to pick off unsuspecting travelers. And since when is fighting Medusa part of the Rites of Rulership?!

All of them seem to be especially drawn to you.



Bad 3D (+100 CP)

There's a certain era of gaming graphics that has aged particularly poorly, and now you get to enjoy it for the duration of your stay! Everything you see is rendered in early-era 3D polygons. Somehow this does not prevent things from working normally.

SCIENCE! (+200 CP; +200 CP with One Hand Tied)

Some of the more scientifically minded residents of Gloriana despise magic, to the point of refusing to acknowledge its existence. Now that applies to you as well. For the duration of the jump, not only do you refuse to use magic of any sort, you will not even discuss magic, nor offer the slightest bit of respect to a single self-proclaimed 'wizard'. Hopefully you have some friends or companions who can handle that stuff, eh?

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. Avoozl and/or the Dragon of Doom can be scaled up 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 Deeper Shadow Cast (+800 CP; cannot be combined with "Heroic Plotline")

Only consider this drawback if you are already extremely powerful, otherwise you *will* lose. If you take either of the Hands Tied drawbacks, you *will* lose.

In addition to the below, take "Monster Mash" for no CP.

Something's gone terribly wrong; Avoozl is nearly free! He has seemingly consumed Erana's spirit and, with that great feast, broken near fully from his bindings. The land of Moravia lay nearly in ruins, only those sheltering in the protective ward of the town holding out, but even that will not last for long. The binding spell that would have held him before is now far too weak to do so. You will have to somehow defeat an ancient, elder evil before he can fully manifest, or the world is irrevocably doomed.

Just as you finish dealing with Avoozl, the disturbance in the fabric of the world awakens the Dragon of Doom, shattering all the dragon pillars instantly. The immortal dragon is the greatest magical creation of Gloriana's history, infused with the raw essence of hatred, fire, and destruction. The Dragon Pillars have been shattered, so hopefully you have another way to stop an unkillable dragon before he roasts all of Silmaria, followed by continuing on to the rest of the world. If you go after the Dragon first, the events simply happen in reverse order.

You have a new victory condition: defeat these threats, and ensure that both Moravia and Silmaria are on the path to full recovery.

If you purchase Erana as a companion, then upon defeating Avoozl you will discover that her spirit was merely suppressed, not destroyed, and you can resurrect her if you have such an ability.

All drawbacks end one year after completing the conditions of this drawback.

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.

You may only choose Heroic Gameplay Mode if all of the following are true:

- You did Heroic Gameplay Mode in the Quest for Glory 1, and 2-3 jumps, and deferred the spending of CP as described in those jumps.
- You left the QfG 2-3 jump within a few months after completing both plotlines, using the provision to immediately come to this jump.
- You chose the **Import Character** option in this jump.

In Heroic Gameplay Mode, you have the following restrictions:

- Take the drawbacks One Hand Tied, Both Hands Tied, Heroic Plotline, 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: Silmarian Dance of Mystery and Meandering Intrigue, Familiar Faces (200 CP version)
 - Item: Any one free item, including locations, from any of the three Quest for Glory jumps.
2. Heroic Gameplay Mode is definitely over now. Congratulations! You receive all deferred drawback CP (3000 total), all deferred item stipend CP (600 total), and all deferred companion stipend CP (900 total). This should be spent on the respective jumps with the discounts (if any) you had for those jumps, but if you transfer a couple hundred from one jump to another... well, you've earned it.

Notes

There is no canonical information, that I can find, on the size of the islands. I'm making a rough guess based on travel time, and being generous in my assessment.

Erana's appearance changes *dramatically* between the fourth and fifth games (much more 'conventionally' attractive in the latter). Feel free to envision her as either.

Settings should be assumed to have some form of afterlife where souls go to after death, unless it is specifically established by the setting that there is no such place.

Pioty's sword functions for Paladins of other settings, provided they are "good" aligned sort. Lawful or not does not matter.

On the Flying Machine and being attacked. You won't be attacked by enemy soldiers who you just happen to fly over. You will be attacked if you use the flying machine to try and cross over into a heavily fortified enemy position. Use your judgment for in-between cases.

2.1 BETA: Overhaul

2.2 Spellbook Split-Up, one added in QfG2-3 , Gnome Race; Toro companion in QfG 1, better in QfG 4-5; An extra 200 CP in last jump if you kept the same background/ setting through both previous jumps; Lockpicking (Picking), Subtle Sense, One Of The Boys, Malleable Morality, slight boost. Guild Member In Good Standing removed. Lucky break moved from 4-5 to 2-3 to replace it. 4-5 new perk: Seeking The Black Bird; Tweaks to the last three Drop-In perks (in QfG 4-5).; One of the 800 CP perks (the one I considered the weakest) for each background became 600. Partial stacking of discounts. (800 CP perks with two sources of discount becomes 300, e.g.); Tweaked how drawbacks 'continue' if you complete the plotline.; New Faery Blood perk, discounted with Erana; Vampirism perk discounted with Katrina