

Prince of Nothing

v1.0

by Cunuroi

Special Thanks: Insertrandomnickname for the template

Earwa, a world half dead. This medieval land that has already suffered one apocalypse that devastated the north. It is now only half-occupied, with the southern kingdoms squabbling amongst themselves as the unholy Consult, who burned the North to save their souls from damnation, have long vanished.

You awake in the year 4112. The Dunyain monk Anasurimbor Kellhus has just emerged from Ishual, making his way south (soon to claim nobility as the false Prince of Atrithau) to kill his father. The dreaded Consult of the No-God have returned after centuries in hiding. And the Holy War of the Shriah seeks to retake the holy land of Shimeh, risking the fury of the Fanim.

What will you do Jumper? Will you aid the Holy War in reclaiming the land of the Latter Prophet? Or follow the Mandate in trying to reveal the Consult and save the world? Or end it, to spare untold souls damnation? The choice is yours.
Gain **1000 CP**, you will need it

Starting Location: Free choice. Be aware: choose wisely. Your origin will determine how suspicious your presence is.

- **Atrithau:** The last remnant of the Ancient North, which was destroyed during the Apocalypse by the Consult. North of this city all that can be found are ruins and endless hordes of Sranc.
- **Shimeh:** The second holiest city to the Inrithi and birthplace of Inri Sejenus, the Latter Prophet. It is currently held by the Fanim and is the target of a holy war by the Inrithi Shriah Maithanet, hoping to wrest the city back after centuries of Fanim rule.
- **Atyersus:** A city built by Seswatha, the founder of the Mandate. This is the stronghold of the only Gnostic Sorcerous School left.
- **Momemn:** The capital of the once-great Nansur Empire. While the Empire has seen its territory eaten into by the Fanim it remains a well-fortified, bustling city with the largest port in the Three Seas
- **Ishual:** The cloistered home of the Dunyain for the past 2,000 years, somewhere in the Ancient North. A former fortress of the Anasurimbor Dynasty lost to history and unknown to any other nation or people, this is where they continue their search for the Absolute. Beware: this is a home for Dunyain and Dunyain only, and they guard their isolation fiercely. **Any non-Dunyain here will quickly be found out and purged.**

Origin (free choice for age and gender)

- **Drop In [Free]** - You are a total stranger in this world. You have no memories, no history, nothing to anchor you. Good luck.
- **Caste-nobility [Free]** - You are of noble blood. A scion of some Great House in the Nansur Empire perhaps? A Conriyan noble? Or a leader of a Scylvendi tribe? Your choice.
- **Sorcerer [Free]** - You are one of The Few, a member of one of the Sorcerous schools, determined by the type of sorcery you practice. You speak with the very voice of the God, walking in the sky and bringing ruin to armies and cities. For this, you are feared. For this you are damned - or so it is said.
- **Dunyain [1000]** - You walk the Shortest Path. You are Dunyain, the Conditioned, the result of thousands of years of selective breeding and study yielding mental and physical powers far beyond the men of the world. Worldborn men are as children to you.

Physically you tower above any natural-born man. You have the reaction time and vision to pluck an arrow out of the air before it hits you, you can leap over a man riding a horse and can contend with the superhuman skin-spies on near equal terms. No worldborn man could hope to match you in combat.

Your intelligence is such that you can master languages within days if dropped in the middle of a hostile tribe, and improve on systems of thought you learn almost as fast.

Millennia of breeding and years of training have blunted your emotions and limited their ability to interfere with your sublime reason. Fear, anger, pain all these things are now vestigial in you, and you are able to yoke them to prevent them from interfering with your near-infinite will.

- You must take **Weak Spirit**. This drawback drops off after the jump.

Perks

One 100 CP Perk is free for each Origin. All Perks are discounted to half price for their respective Origin.

General

- **The Spaces between Gods [Free/400 CP to keep]** - Earwa is a world with a verifiable system of damnation and falling into Hell upon death is a distinct possibility. But not for you. You've succeeded at mastering the art of worshiping the spaces between Gods and so avoid falling into their clutches. You cannot be drawn into any hell or afterlife either by death or by falling into a topoi or through some other means. Instead, if this were to happen, you simply die.

Drop In

- **A Prince of Nothing [100cp, free Drop In]** - You can pick an origin for yourself. This origin will be treated as far more credible than it should be. This is not absolute- if you claim to be a Conriyan Prince amongst actual Conriyans you will quickly be found out. But, if you were to declare yourself a prince or emissary of a faraway people or a trader or local potentate in one city circumstances will bend so that your cover holds.
- **Fortuitous Correspondences of Cause [200 CP]** - You seem to always run into the people you need to to advance your quest. A chieftain who knows how to get you across the steppe? A tracker who can teach you about the world? You bump into people like this with surprising regularity, and they start inclined positively towards you (though you can obviously squander this early good will)
- **The God is Unconstrained [400 CP]** - What men know they can dominate. But you are free, you are near impossible to predict and pin down by even the sharpest eyes. Dunyain simulations that try to account for you will prove inaccurate at crucial moments, and you may be totally absent from the prescience of the Gods. No one will be able to fix a destiny for you against your will and you will create ripples that vitiate even the most accurate prophet.
- **The Judging Eye [600 CP]** - You see with the eye of The God itself. At will you can see the morality, the divine judgment that underpins the world. The holiness of snakes, the uncleanness of pigs, the sins that shadow a man and will drag him to his damnation upon his death or the virtues that show that someone is *truly* saved, all these things are transparent to you and you are able to view them without going mad or suffering other ill effects.

And there are yet other powers to discover. You can defend the Onta, the fabric of reality, against intrusions. You can neutralize magic as if you were a living Choraë.

Things from the Outside like demonic Ciphrang or wights or other intrusions you can banish at will. In future worlds you will be able to use this to impose normality -per that world's metaphysics- upon your immediate surroundings and negate magic or reality warping.

Dunyain

- **What Comes Before Determines What Comes After [100cp]**. This is the first principle of the Dunyain. You are able to quickly grasp the underlying ideas of anything you encounter and then extrapolate out rapidly. Given simple mathematics you can soon be constructing advanced mathematical theories that shock the scholars . Given only the building blocks of a language you can master it within days.

You also have access to the Probability Trance, a means of taking all the information you've gathered and creating a simulation of how future events (from politics to combat) will play out. Beware: this is simulation, not prescience, and can fail in the face of insufficient or flawed information or an event that is highly dependent on chance.

- **Warranted Inference [200cp]** - The Dunyain are second to none on Earwa in intelligence, but even they fall victim to ignorance. But not you.

From now on you have a second sense for when you are missing something vital in your plans. This ranges from a vague sense of unease for something minor or far away to a deep, churning sense of discomfort if it is a matter of true life and death or central to all your most important goals.

- **They Make Us Love! [400cp]** - Worldborn men are as children to you. You are able to perfectly read the microexpressions and body language of anyone you've known for even a few hours. And once you have mastered this, you move on to controlling them.

You know how to both break men to your will with mere words. You have a suite of subtle tools by which to shape them, from subvocal cues to hypnosis. With these you can tame men and scheme masterfully against those who are more distant or more stubborn.

You can walk into a city with nothing but the clothes on your back and within a week have a die-hard band of followers hundreds strong willing to die for you for nothing in return. In months you can subvert and dominate a Holy War of tens of thousands of fanatical believers and claiming an empire over years is well within your powers.

- **The Thousandfold Thought [600cp]**- the Probability Trance taken to its conclusion. The Thousandfold Thought is an almost living thing, an nearly infinitely multidimensional idea or plan that captures all the variables and factors that would impact its success.

With this your planning abilities are boosted to the absolute peak they can be for your knowledge, intelligence and technology level. Almost by instinct you find yourself accounting for blindspots or potential plan-derailing factors you would never have considered otherwise. New, disruptive elements find themselves already negated by your contingencies.

The only limit to how much this plan can encompass are the limits of your own intelligence and reach and it will always grow apace with them.

Caste-Nobility

- **Jnan [100, free for Caste-Nobility]** - You are a master of the subtleties that guide conduct between men. Not only do you have utter mastery of the courtly ways of your own background but ,wherever you go, you will quickly grasp the etiquette required to be taken seriously.
- **War is Intellect [200cp]** - You are an absolute master of the art of war. Where other, less creative generals rely on tried and true strategies and hoary traditions you are always able to innovate, tailoring your plans near perfectly to the specific circumstance and enemy you are facing to maximize the chance of victory. Even better: the more you learn of an enemy the more you are able to manipulate their cultural quirks and traditions to all but guarantee victory.
- **A Defect of the Soul [400cp]**. Some say you are broken, for no man should have the self-regard you do. But you know the truth: you are a God. Not only do you possess the beauty of a god, you possess the will of one too. You could stand against Gilgal, the dread god of war and never be awed or scared. You cannot be moved by flattery, it is merely your due. Shame is for lesser beings. Worship is received, not given. Attempts to sway you using any of these levers fail in short order. You may be compelled by brute-force mind-control, but all human or superhuman charisma fails before your divine self-regard.
- **Great Name [600]** - Even amongst the nobility there are those who stand above. You are a Great Name. Perhaps you are the leader of one of the leading nations in the land, a Nansur Emperor, a King of Conriya. Perhaps your reputation as a warrior precedes you. For whatever reason, even those who are nominally the same rank as you recognize your superiority and treat you as the first among equals. Even better, your charisma trickles downwards to your men and inoculates them against doubt and betrayal. The longer you lead an army or nation the stronger and deeper their loyalty

becomes, and performing grand feats worthy of your name simply speeds up this process exponentially. This also makes them immune to the charisma of others, no matter how great. Men were willing to defy the Warrior-Prophet and risk damnation to fight for the legendary Exalt-General. This is your power. In future jumps you can always choose to incarnate in the highest social rank available.

Sorcerer

- **Dance For Trinkets [100 CP]** - All sorcerers fear the Chorae for they know one slip is the difference between living or being salted. You now have less to fear than most.

You have a danger sense that alerts you to Chorae or other life-ending threats a couple of seconds beforehand. You will not have any sense of the direction of the threat, that you must intuit yourself. Scant warning, but hopefully warning enough.

- **Credibility [200cp]** - Like the Mandate your power alone demands respect, no matter your...eccentricities.

As long as you remain strong even your enemies will consider your words and actions to have some logic and reason behind them. The more power, the more leeway you have but you always have a chance of convincing people that your bizarre actions actually do serve some important goal like saving the world.

- **I Know Not This Man [400cp]** -The Mandate are well known for their total dedication to preserving the secret of the Gnosis. Despite all manner of torture and mind control not one Mandati has ever yielded the secret.

You now possess the same strength of spirit. You can, at the beginning of the jump, determine a few secrets and morals that are dearest to you. No amount of torture, mind control or subversion will ever make you yield them. There will always be some deeper part of you that can objectively weigh if the uncoerced, uninfluenced you would want the secret revealed and will prevent your enemies from ever changing or even reading your mind.

- **Titirga's Strength [600 CP]**- The legendary Archmage of the Sohonc possessed incredible power but didn't seem to have a Mark. Some believe he was the proto-Cishaurim despite not being blind.

You have a share of his strength. You can now blend magical systems that are mutually exclusive together and gain the benefits of both while limiting the natural downsides.

Given any two systems you can combine them and negate any weaknesses that are not common to both.

You can use the light and dark sides of the Force without wasting away or destroying yourself. You can use soulfire and hellfire without using up all your soul or falling to hell. At the start, you will merely mitigate the bad side-effects of both branches but, through regular use of both systems, you will eventually eliminate all the downsides.

In this jump you gain another 400cp to spend in the Sorcery Types section and now you can buy more than one Exclusive form of sorcery and blend it with another.

Sorcery

Sorcerers gain a stipend of 400cp, and all sorcery types are discounted. They must purchase at least one of the exclusive sorcery types.

Anyone who gains any discount or stipend on sorcery perks must take **Beware the Trinkets** and **The Mark** drawbacks (those who take **Psuhke** can ignore **The Mark** but must take **Blind** instead).

Exclusive

You can only have one of these.

- **Anagosis [400]** - The most common sorcery in the Three Seas. This is a sorcery that depends on analogy and metaphor. If you wish to burn an army you summon a magical dragon. If you wish to cast light you make a sun. With this power you can tear down buildings and rip into armies and walk in the sky. In future jumps, magics that depend on representations and metaphor will come much easier to you, raising your learning speed.
- **Psuhke [400]** - The power of the Cishaurim, the magical school that defends the Fanim. It depends on intuition and emotion, and so rewards those strong of spirit and feeling. The Psuhke is also the only form of sorcery that doesn't have a Mark, even the Few cannot see you for what you are. Take **Blind** instead of **The Mark**. In future jumps, your facility with emotion-based magics rises, raising both your learning speed and your power cap, if you have any, twofold.

- **Gnosis [600]**- The sorcery of the Ancient North. You are a philosopher among poets, an iron sword amongst bronze-wielding savages. The Gnosis is based on pure logic, and captures the essence of things itself. A Gnosis mage need not summon a dragon when he can simply bring forth the essence of fire. This is the most powerful local form of sorcery, and it allows even the lowliest Gnostic mage to cow the Grandmasters of lesser schools. In future jumps, your talent with the Gnosis will help you learn magics based on concrete rules and logic. If you didn't get a stipend or discount take **Seswatha's Heart**.
- **Metagnosis [800]** - An extension of the Gnosis, created by Dunyain intelligence. Those who learn the secret of using two inutterals can extend Gnostic magic to even greater heights, turning a Cant of Calling into a Cant of Translocation, teleporting themselves across the horizon or entire countries if you are strong enough. With this power you are to Gnosis users as Gnosis users as to Anagogic or Cishaurim.

Non-Exclusive

- **Daimos [400]** - This is the study of the infernal arts, forbidden by many Schools. If you wish to plumb the depths of the Outside, to summon demons to fight for you or to commune with whatever lies beyond the veil of the world, the Daimos is necessary. Beware though, for the Outside is dark and full of terrors and Ciphrang do not take kindly to being yoked by mere meat. Lose control and you may find yourself a guest of the demon and not the other way around.
- **Aporos [400]** - A long banned form of sorcery. It was the Aporetic sorcerers who first learned how to make Choraes, those Trinkets that negate magic and kill sorcerers. Now you have learned that lost art. Beyond that, you can create Aporetic wards that repel magic almost entirely and can add this to any structure. And creating circles where trying to use sorcery will lead to excruciating pain is child's play for you. In future worlds you will always have a talent for whatever anti-magic that jump offers.

Items

All Items may be bought repeatedly. One 100 CP Item is free for each Origin. All Items are discounted to half price for their respective Origin.

Drop In

- **Chorae [100cp]**- one of the Tears of God, a Trinket. Each one protects the user against all sorcery and not only begins to salt a sorcerer when brought within inches of them it immediately kills upon contact, turning their bodies to salt. Since you're paying cp, this one will never pose a risk to you, even if you do learn magic. In future jumps this will grant the magic immunity but not kill magic users.
- **Gold [200 CP]** - The lifeblood of civilization. You do not have enough to live as a king. Maybe a duke, or very successful trader. Certainly enough to last your time here.
- **The Coffers [400 CP]** - A warehouse extension that contains all of the works stored in the famed Library at Sauglish in the North. All the information lost since the Apocalypse is there and you can easily search through or read them. If you wish to seek answers to the mysteries of the North or Ishual or anything before the Apocalypse, this library will be your guide.
- **Heron Spear [600 CP]** - You possess a copy of the Shining Death, the weapon that slew the No-God himself and saved the world. This is a laser of immense power, capable of shearing a horn off Golgotterath, the Consult's mountain-sized fortress, piercing through the carapace of the No-God and wreaking destruction past almost any other Tekne weapon. Unlike the canonical version yours will not run out of power. Overuse will knock it out for a day though.

Caste-Noble

- **Spies [100cp]** - Earwa is a dangerous place. But now you're forearmed. You have a network of spies who keep you informed of the goings-on in the Three Seas.

It is nothing compared to the network of the Consult or Scarlet Spires but it is strong, the members loyal and cannot be subverted or turned against you.

You can choose to have a very weak spy-network spread out across the entire world or a stronger one the more you concentrate it in a particular location (focusing on a city or army will let you be aware of almost all major events).

You can change your mind about how to distribute them but you can only do it once a year.

- **Knightly Contingent [200cp]** - A holy war is a dangerous place. You have your own contingent of highly loyal bodyguards, numbering two hundred.

They are as well trained and provisioned as anyone in the Three Seas. Their loyalty to you is unbreakable, resisting all manipulations. Food and supplies for them (and replacements for the dead) always seem to be close at hand, requiring almost no effort.

In future jumps these warriors will follow you, adapting to the technological level of the world you find yourself on if you wish.

- **Chorae Hoard [400cp]** - You possess a hoard made up of thousands of Chorae, more than half the total store in the Three Seas. You could outfit entire armies of Chorae Bowmen and still possess enough to last for millennia.

If you want this can be held in some property in Earwa for you (if you have **Great Kingdom** it can be an ancient part of that kingdom). Or it may be a Warehouse extension.

- **Great Kingdom [600cp]** - You are ruler of one of the true powers of this world. The nation is determined by your background but whatever you choose you will be a Great Power. If you are a Scylvendi you will have united a significant portion of the Steppe, a Conriyan will hold Conriya and a Nansur will hold the diminished but still formidable Nansur Empire.

If you are not already a Great Name, circumstances (usually some improbable inheritance event) will lead to you being recognized as undisputed ruler of that land.

This kingdom follows you to new jumps, adapting to the technology level of the new jump but keeping as much of the geography and culture as feasible.

If you prefer it can stay a Warehouse attachment instead of inserting into jumps.

Dunyain

- **Ancient Sword [100 CP]** - You possess one of the blades of the Ancient North, made by man at his peak. It never loses its edge and seems to weigh little.

But, more importantly, it is recognized by all who see it by its antiquity and acts as a mark of station.

- **Sponsor [200 CP]** - Dunyain have no links in the world. No allies, no history. You'll need some way to show you're trustworthy.

So you have this: a set of fiat-backed credentials that will support your identity and help you get by as whoever you claim to be. Letters of recommendation if you are a Nansur, an accompanying Scylvendi noble if you are from Atrithau...it'll be enough to pass muster for all but the most suspicious people.

- **Whale Mothers [400 CP]** - The Dunyain found breeding with humans to be an insoluble problem. Most children are born deformed and mutated and even the healthy ones seem off mentally.

Here you have the solution they used in Ishaul: mutated, stationary Dunyain females who would carry as many children as needed without moving or leaving....yeah. Even for Earwa, these are bad.

To make this slightly less awful these Whale Mothers are totally braindead and require no food and sustenance. Upon...implantation will carry a child to term with no deformities or mental problems, and said child will have any and all of the powers that the parent wants them to have, and will otherwise be as different from the male parent as if they actually did have two appropriate parents of the same species.

- **Forgotten Fortress [600 CP]** - You possess a copy of Ishaul, the Dunyain's famed sanctuary.

Originally an ancient fortress for the Kûniüric high kings, it possessed all of the attributes of a good sanctuary from the end of the world: high walls, strong gates and, best of all, *obscurity*.

While there are no Dunyain here, you will find all of their materials and notes and will easily be able to restart their eugenics project. You will find that any attempts to train or breed more exceptional humans will only take a hundredth as long

Disease and plague never seem to touch the land and everything inside the walls seems to repel and reduce magical power.

So long as you remain secluded no one will be able to find you here unless you wish it. Attacking people and then hiding will not make them blind though and, with enough searching, they can reach you.

Sorcerer

- **Billowing robes** [100cp] - In the future many sorcerers will wear billowing robes that are so large they prevent Choraes from touching their skin.

You have an indestructible, perpetually clean and weather-appropriate set of these clothes, with a matching and ridiculous helmet. Be warned: proximity to Choraes, while not fatal, still hurts.

- **Seswatha's Heart** [200]: For centuries the other Schools have sought to gain access to the secrets of the Gnosis. The Mandate has always resisted them. This is why.

Yes, this is an actual mummified heart. All of those who grasp it can be implanted with a set of memories and events that they continually relive night after night when they dream. Unlike with the regular Seswatha's heart you can change the visions or even use them to pass along magical knowledge.

But its purpose goes beyond that: you can use it to pass on geases for specific topics and actions: a Mandate sorcerer will never betray the secret of the Gnosis, even upon death. They are simply incapable of doing so. You can give people similarly unbreakable limitations for any knowledge the Heart bestows.

- **The Amiolas** [400cp] - An item made by the famed Nonman artisan Emilidis. This face-covering helm contains the soul of a famed Nonman mage who survived the original wars against the Consult.

Wearing the helm will cause your souls to merge. You will gain all the memories and skills of the mage, without your personality being overridden by their own. This will take your magic skills to the level they can be with regular study and centuries of experience.

When you enter a new jump you may designate one other magic system (that you are capable of learning) and have this boost *a/so* apply to it.

- **Sorcerous School** [600cp] - You are grandmaster of an entire Sorcerous School sharing the same branch of magic that you already possess. It can be as large as the Scarlet Spires, the most powerful such School, but not larger.

In addition to the dozens upon dozens of sorcerers you also have a large base that is either within a prominent Earwan city or a more modest urban fortress that is dedicated to your school alone.

This school and its properties and sorcerers will follow you in future jumps, and from that point on the acolytes may learn forms of magic you possess. You may then import it into a new jump or keep it as a Warehouse extension.

Companions

- **Single Import/ Companion Creation [50 CP]** - Import one Companion. They get a background of their choosing and 600 CP to spend on any options..
- **Group Import/ Companion Creation [300 CP]** - Import or create up to eight Companions. They each get a background of their choosing and 600 CP to spend on any options..

Drawbacks

Origin Drawbacks

- **Blind [0 CP]** -The Cishaurim give up their eyes to learn the Psukhe, the sorcery without the Mark. They see, but through the snakes they carry, without which they are blind. These snakes are an adequate but not superlative replacement for actual eyes, like looking through pinholes.
- **Beware the Trinkets [0 CP]** - Sorcerers speaks with the voice of God, but not his subtlety. There is always a disconnect. The Chorae act on this and negate all sorcery and, going further, kill the sorcerer himself. A Chorae getting within inches of your skin will be agonizing. Touching one will immediately kill you, leaving only salt.

- **The Mark [0 CP]** - The Few can see the Few. Sorcery leaves a bruise on the world and on the one that wields it. Now you yourself have that bruise. Sorcerers will always be able to mark you out and they won't forget you.
- **Seswatha's Heart [0 CP]**- Seswatha knew that, in time, men would forget the ravages of the Apocalypse. So he carved it into them. All Mandati nightly dream of the horrors of that war. Entire cities given to the rapacity of the Sranc, mothers dashing the heads of their babes against walls to spare them the tortures of the Consult...every night, without fail these dreams -Seswatha's memories- will batter you until dawn.
- **Weak Spirit [0 CP]** - For some reason your spirit is weak, no matter how strong your intellect is. You find it nearly impossible to master sorcery that depends on spiritual or emotional power and you are more susceptible to possession by Outside agencies. So beware the Daimos or regions where demonic influence is strongest.

Other

- **Stay Extender [0 CP]**- You can extend your stay here as long as you like.
- **Alternate Start [0 CP]** - You can choose to start two decades into the future, when the plot of Aspect-Emperor is kicking off and Anasurimbor Kellhus has already united the Three Seas in preparation for his war against the Consult.
- **The Slog of Slogs Boys! [100cp]** - You have an annoying set of catchphrases you continually repeat as a reflex. It won't lead to social death but expect annoyance and contempt after a while.
- **The Harbinger [200cp]** - At some point it will become clear that you were part of an ancient prophecy about saving the world. This will not mean that your role is negative, but those who believe in that prophecy (which will be at least one major Sorcerous School or Noble House) will be greatly interested in you and uncovering your past.
- **Your trial has broken you [200cp]**- Something has gone wrong with your mind. Your passions -even if they are vestigial- will be enhanced and will flare up at the most inopportune moments, and you may even hear a voice from the darkness speaking to you, questioning you...
- **Blasphemer [200cp]** - For some reason you have offended the moral sensibilities of your society. People are not outright violent, but they are more hostile towards you and less inclined to see you in a good light.
- **Walking Topoi [300/600cp]** - A topos is a region of the world where such evil has occurred that Hell itself begins to leak in. Somehow, you have become damned and your body itself has become such a site. Your visage becomes dark and haggard, and all men - even those who would ordinarily be well-inclined towards you- flinch from your touch and mistrust you, as if they could smell Hell on you. For another 300 points your body has begun to slide into hell itself. If you die in this state you will be dragged into hell until the end of the jump.
- **Lust of the Consult [200/400 CP]** - Oh no. You have attracted the attention of the Unholy Consult, the destroyers of the Nonmen and the Ancient North.

For 200 points you have their attention but they do not yet wish you dead. First, they seek to learn all they can about you and your ways.

For 400 CP they see your death as their highest priority, and will deploy all their tools and weapons from the skin-spies to nukes to the other tools of the tekne to see your end.

- **Attention of Ajokli [400cp]** - You have somehow caught the attention of the Trickster God, the God of Hate. He will seek amusement by testing you, by casting obstacles in your path. At the moment of your greatest triumph await his machinations. A new foe revealing themselves? Poison? Betrayal? All these are his tools.
- **Locked Powers [400 CP]** - You cannot use any Perks, Powers or other abilities from outside the Jump. Access to your warehouse is also restricted.
- **Suffer Not a Wizard to Live [400cp]** - There are no Wizards- sorcerers without Schools- the Schools do not tolerate it. Those who try are hunted and killed. For some reason, rightly or wrongly, it has been decided that you merit such brutalities . If you are part of a School you are immediately expelled and all Schools will hunt and attempt to kill you upon finding you. Good luck explaining that it's all a misunderstanding.
- **All Ends in Salt and Butchery [600cp]** - You have failed and the Second Apocalypse has begun. The No-God, the Dread Mog-Pharau walks again. He once more sits in his near-indestructible carapace (which is dotted with Choraes). The world is shut from the outside, the Gods are witless and unable to help. All children are from now on born stillborn and everyone can sense his presence on the horizon. The previously fractious and feral Sranc tribes all now act under his coordination and the ancient dragons rise once more and flock to him as he moves south to end the world and prevent damnation. Having learned from his mistakes, the No-God will take far more care when giving battle.

Final Choices

After ten years in the setting you are required to choose one of these options:

- **End your Jumpchain game and return home:** Choose this option to end your Jumpchain game and return home.
- **End your Jumpchain game and remain within the setting:** Choose this option to end your Jumpchain game and remain within the setting.
- **Continue your Jumpchain game and move on to the next Jump:** Choose this option to continue your Jumpchain game and move on to the next Jump.

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Changelog:

v1

- Clarified the Sorcerer capstone

v0.8:

- Completed all perks for Sorcerer
- Changed to stipend system for Sorcerer
- Completed all items for Dunyain
- Added "Lust of Consult" drawback as requested
- Moved Choraes to Drop-In Items
- Added Stay Extender
- Added Aspect-Emperor Start
- Nerfed Knightly Contingent from 1000 loyal knights to 200.