

Prince of Persia

Jumpchain v1.2

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This story begins long ago, with a nameless youth who by chance met and fell in love with a princess of Persia. When the evil vizier Jaffar seizes the throne while the sultan is away, the young man would escape the palace dungeons, climb his way past guards and traps to slay the vizier, rescue the princess from certain death, and be adopted by the grateful sultan. This would not be the end of the tale, as the vizier seemingly returns from death and other forces conspire to separate the two lovers and bring ruin to Persia...

Or perhaps...

This story is about the brash son of the Sultan Shahraman, who seeks to undo a grave error after trusting a treacherous vizier and unleashing the Sands of Time upon the world. For disrupting the flow of time the prince would be hunted relentlessly by the Dahaka, a monster tasked with destroying all who would tamper with the timeline. Growing cold and cruel, he would cause great suffering in his attempts to find a solution. Only by the love others had for him would the prince finally correct his mistakes and be guided towards becoming the wise ruler he was born to be.

Or perhaps...

This story is about a nameless thief, lost in a sandstorm and separated from his donkey laden with a king's ransom in gold after a successful bit of tomb robbing. He would cross paths with a princess named Erika and aid her in purging corruption from the land after the Tree of Life that keeps the dark god Ahriman sealed away is damaged. Though Ahriman would eventually escape, hope would remain and the thief would one day banish Ahriman from the land forever.

Or perhaps...

This is the story of a stranger from another world, only one of the one-thousand-and-one strange tales that would one day be told of these times. Whoever you are and whomever may walk with you, this is an ancient land full of magic and mystery for those who dare to seek it out. For ten years you will walk this world, more than enough time to carve out your own legend or to fail and be buried and forgotten beneath the endless sands like so many others...

To prepare yourself for the challenges of this ancient land, take +1000cp

You may choose your age and sex freely.

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Location

You may arrive wherever you please within these lands, from the markets of India and Persia to the great city of Babylon. You may not start within places guarded against intruders or those unsuited for your background, such as within a ruler's palace or upon the Island of Time.

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Backgrounds

Any of these backgrounds may be taken as a drop-in

The Nameless Traveller

You have spent your life on the road, going from moment to moment without a past or a home. You are a wanderer, an adventurer, possibly a thief, and definitely a troublemaker. You live by your wits and survive by being swifter than those who would hunt you.

The Royal

You were raised from birth to be a leader. In these times that means being a warrior first and foremost. You may yet become a wise and just ruler, wisdom coming with age and maturity, but for now you are young and eager for glory.

The Mystic

The desert sands conceal many mysteries, ancient relics and slumbering powers waiting for someone to claim them. For good or ill, through divine blessing or long study, you have reached out to grasp a measure of true power that is rarely seen even in these storied lands.

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Perks

Undiscounted

100cp – Prince of puzzle rooms

You know how to construct all of the ridiculous traps, devices, and overblown architecture seen throughout the Prince of Persia series. Given the time period the games are set in, you're fully capable of doing it all with bronze-age technology. Ropes and pulleys, counterweights and water-driven mechanisms, all constructed with nothing more than wood, chiselled stone and beaten metal. These simple creations will also keep working for centuries after similar works have rotted away.

100cp – Razia's blessing

In this arid climate, the lack of fresh water means a swift death. Water truly is life, literally in your case. You can survive on water alone, and so long as the water is pure it can also help heal your wounds. Minor cuts and scrapes will heal immediately, while more serious wounds will not bleed or become infected so long as you regularly wash them. Wounds will heal many times faster if you do nothing but rest immersed in water, and will do so perfectly and with even greater speed should you find a source of magical or blessed water.

Free/400cp – Defying fate

For the duration of your stay here, your existence cannot be ended by the alteration of your past or by the dictates of the future. It is impossible to kill you by preventing your birth or otherwise manipulating past events. If changes to your history do occur, you will have memories of both the old and the new timelines with a clear distinction between them. If an otherwise infallible method to predict the future is used to manipulate you or engineer your demise, predictions will be wrong, plans will go awry, and there will always be a possibility to change your fate. The Sands of Time cannot corrupt you, but Sand Creatures and magic derived from it along with the Dahaka can still kill you. For 400cp, you'll keep this perk in future jumps.

The Nameless Traveller

100cp – Run like mad

If you're going to run straight into certain doom, at least you can be sure you won't find a dead end waiting for you. Even if in the middle of fire, earthquakes and chaos, you can plot a path to follow in a split-second. As long as you keep moving on that path it will remain solid for you. Ancient stones will hold and what burns will not crumble. Unless purposefully destroyed by others, the path you take will remain intact just long enough for you to follow it.

200cp – Dance through danger

You have a supreme sense of timing for the way your own body moves in relation to the world. Faced with a single path across many narrow platforms amidst a gauntlet of mechanical traps you'll run and jump through the course without missing a beat. This perk can help in combat to a degree as well, though it does not grant the fighting skill needed to use it best in that regard.

400cp – Prince of platforming

Your stamina, agility, and athletic skills are superhuman, a necessity considering how often people must exploit the local architecture to get around. No mortal can match you on foot or follow your leaps, you can climb anything you can get a grip on and freerun with an ease that'll make people think you can fly. Balance on a tightrope in a storm, run up and along vertical surfaces, and even crawl on the ceiling for a short distance. So you won't die in an ignoble way, you'll always instinctively know if you can actually make a jump, reach that ledge, or otherwise physically traverse whatever obstacles are in your way.

600cp – Doppelganger

Perhaps from a chance encounter with an enchanted mirror, you are capable of splitting of a duplicate of yourself and existing in two places at once. Your original and shadow-self are in constant communication, one mind multitasking well enough to control two bodies that act as one. Unlike the other who manifested this ability, the death of your doppelganger will only be painful, not fatal, and you can dismiss your other self at will. The doppelganger resembles you, but close examination may reveal something slightly off about it.

The Royal

100cp – Royal presence

Like other royal personages you may encounter, you have a fit and attractive body that many will admire. Alongside a dash of natural charisma and training in etiquette yours will be a welcome presence in any royal court. Despite this pampered upbringing you take to the desert like a native. The heat and arid air will not discomfort you or mar your beauty, you'll never suffer from sunburns or heatstroke, and will only ever tan as much as you desire.

200cp – A warrior within

The son of Shahraman had many faults, but timidity was not one of them. Like him, you have a core of willpower that will let you stand tall against pain and adversity. You could spend years being chased by a seemingly invincible monster without wavering, and keep a cool head when your death draws near. Should you flee, your steps will be sure, should you fight, your aim will be true.

400cp – Warrior king

Like all royal children you have been tutored from a very young age in the skills needed to lead your people in peace and in war. Your education has touched on a wide variety of suitable fields including but not limited to mathematics, geography, etiquette, linguistics and at least one form of art. In matters of warfare you have been impressed upon the importance of logistics and can plot a campaign with a solid understanding of strategy that will make you a fearsome general. On a personal level a natural instinct for combat in addition to years of rigorous training have turned you into a warrior with few peers, able to battle monsters and squads of men without fear.

600cp – Two thrones

Through trials endured and lessons learned you have come to be at peace with yourself in a way that few will ever know. You are fully aware of your faults and failings, accepting and understanding them without angst or self-deception. This unity of self insures that it is impossible to have one part of yourself turned against the rest, in either a literal or metaphorical sense. It also means that no aspect of your self can ever truly be lost or locked away from you. You shall retain your reason if driven berserk by magic, or your hatred of them if an enemy enthralls your mind. Should you wish to alter your own nature over time, you are free to do so, but there will always be a core of what was cast away in the depths of your soul waiting to be reclaimed if you ever wish for it.

The Mystic

100cp – Discerning gaze

A keen mind and a sharp gaze is required to find the mysteries scattered about this land, and you have both. The riddles and puzzles used by many to keep intruders out are child's play to you, while discreet traps and attempts at concealment stand out clearly. You also have the focus required to remain fixed on a task without fatigue causing you to miss small yet important details.

200cp – Glorious vizier

Unlike the hot-headed warrior-kings who rule these lands, you guide others through more subtle means. You know how to read people, discovering their flaws and hidden desires. You also know how to manipulate people, with smooth lies and clever doublespeak to make them think it was all their idea. I suppose you could use these skills for more constructive reasons if you really wanted.

400cp – Light of Ormazd

Ormazd, god of light and brother to Ahriman, has bestowed upon you a sliver of his power. Like Elik of the Ahura, you can purge corruption from places and people that have been tainted by external forces and return them to normal. You can also conjure blasts and wrap your strikes in purifying light that are especially devastating to creatures of darkness and evil. Finally, to a lesser degree, the power can render one light enough to make impressive leaps and feats of athletics, even allowing for flight. You are still new to your powers however, and will not be able to perform any of these feats regularly and for very long without the aid of the Ahura's enchanted plates, some external method of regaining your strength, or just exhaustive practice.

600cp – Scion of sorcery

Magical items and creatures are not unseen in this land, but for a human to gain true power independent of these things is rare. You can sense the presence of magic and are capable of feeling your way through the activation and control of magical items, but your real gift is that you are strengthened by the very act of learning new things. As your knowledge of magic increases, you will become wiser and healthier in general. Learning the elemental magic of the marid or ifrit will gain you benefits in line with their nature, such as becoming able to naturally breathe underwater or be unburnt by mundane flames. What you'll gain from your studies is relatively minor even with a mortal lifetime of study, but you will always gain some additional benefit from each new field of

esoteric study you delve into. If this is not enough for you, you can also track down items of mighty power like the Sands of Time and attempt to absorb them directly into your being. If you succeed you would be changed like a certain infamous Vizier, gaining vastly greater powers and perhaps even a new body. You would have to discover the proper method of doing so for each artifact you seek to claim, and trying to benefit from more than one such source of power at a time would be an extremely difficult feat...but not an impossible one.

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Items

Free – Waterskin

Thirst is not a concern for most videogame characters, but it's absolutely something you'll want to keep in mind. This small skin, gourd, or canteen will produce a drought of cold, pure water on demand. While it refills, do not expect it to provide for more than a few other people each day.

The Nameless Traveller

100cp – Helpful mouse

When you're in a bind and need the kind of help that only a cute little mouse can provide...a mouse will appear and do mouse things. Adorable, pretty smart, and eager to help, the mouse will drag small objects, chew at ropes, and do other mouse-scale deeds. If killed, it will not appear again until 24 hours have passed. When such things are a concern, the mouse counts as a follower.

200cp – Red potions

A much sought-after working of alchemy, these potions have the power to heal grievous wounds and return someone to health back from the very brink of death. You have one, and can only have one at a time, but can always find another when you need it. In a crate, on a distant ledge, or sitting dusty behind a pile of rubble. If you can spend a few minutes looking around in an out-of-the-way place, you'll always be able to find a new potion to drink or stow away as you desire.

400cp – Flying carpet

The most famous treasure of these lands, you have an actual flying carpet large and strong enough to bear about ten people aloft. The carpet protects riders from weather and ensures their comfort.

While it could not outmanoeuvre a bird on the wing it could certainly outpace one, travelling at about 100kph in a good wind. While not as intelligent as some animated adaptations, the carpet does have enough awareness to recognize people, remember locations, and follow moderately complex instructions. You may import a vehicle to give it flight and the other qualities listed here, along with a carpet alt-form.

600cp – Amulet of Time

This plain bronze amulet is one of three relics connected to the Sands of Time. It might have been designed as an additional layer of protection while working with them, and it prevents the bearer from being corrupted by the Sands. Crafted around a core of Sand, it warns the bearer to the approach of Sand-corrupted creatures and affords a nigh-immunity to being affected by any power derived from the Sands of Time. Post-jump the amulet's powers extend towards all temporal disruptions. You will be made aware if time is being tampered with nearby, and you will be insulated from unwanted changes to your personal flow of time. It will not, however, protect the bearer from changes to history. You can import an existing accessory to gain these qualities.

The Royal

100cp – Royal regalia

You have raiment befitting one of your class. Armored clothes that are both comfortable and beautiful, and a proper blade or other weapon of your choice of equally high quality. If lost or damaged they'll be repaired and returned to you after 24 hours.

200cp – Daggertail

Part tool, part weapon, the daggertail is a bladed chain that can serve as a grappling hook, whip or garrote with ease. Purchasing it here also grants enough skill to use it in those and other capacities, but not quite at the level of a master. Infused with Sand, it can also shorten or lengthen as needed.

400cp – Summer palace

A large and comfortable home with only the finest furnishings. The size of a modern mansion, this palace is surrounded by thick walls and is well-stocked with supplies for living, relaxing, and defence. Rooms for every need are found here, from a bathhouse and opulent bedrooms to those suited for more formal functions, and there is a massive cistern belowground waiting to be filled.

600cp – Dagger of Time

This wickedly sharp dagger is one of three relics connected to the Sands of Time. It seems to have been designed to help control or contain the Sands, and it protects its bearer from corruption by them. A fatal blow from this dagger will absorb the Sands that infuse Sand Creatures into the dagger's hollow hilt, preventing them from reviving. You can expend the Sand to speed up or rewind your personal time, though the dagger can only hold a minute's worth of time at most. Since you may not even encounter such things during your time here, this version of the dagger can also be filled by slaying any sort of creature or monster you encounter. Post-jump, the dagger will also slowly but constantly replenish its store of Sand over time if you've got nothing to kill on hand.

You can import an existing weapon to gain these qualities.

The Mystic

100cp – Hourglass

With a gesture as small or as imperious as you like, you may conjure an hourglass that will perfectly tell the time remaining until something ends. Ordinary sand is rather imprecise, but with a glance anyone will know down to the second how much time is left. You may set the hourglass to time anything you know and can summon and dismiss it without losing an accurate count.

200cp – Fertile Ground

Once per jump, you will receive a seed that can be planted to sprout a beautiful garden suited to any environment able to support life. So long as the garden remains healthy it will produce a great deal of magical energy, and unless intentionally destroyed the garden will take care of itself. It is simplicity itself to direct the magic produced towards whatever task you desire, but if left unharnessed the energy will condense in the seeds, fruits, and other products of the plants within the garden. You may plant a seed within a property that follows you between jumps.

400cp – Library of Time

A vast trove of information, this collection covers topics both mundane and magical. From legends and geography to astronomy and mythical creatures, there is nothing within the Prince of Persia series not covered here. It includes tomes written by the Empress of Time herself that holds clues regarding the true nature of time and how to manipulate it, and enough arcane secrets that a

dedicated scholar could learn much of magical practices with enough effort. There are even a few tantalizing clues into the construction of the Sands of Time and its related relics, but no more than that. Much requires deciphering and the library is very poorly organized, but it will expand and update itself with an equally eclectic assortment of topics from each future jump.

600cp – Staff of Time

This cobra-coiled staff is one of three relics connected to the Sands of Time. It may have been created as a way to draw on their power without unleashing the Sands entirely, and it protects its bearer from corruption by the Sands. Even those with minimal magical training can use the staff to control wind, sand, and create semi-solid illusions. Despite its frail appearance, the staff is finely balanced and durable enough to make an excellent weapon. Post-jump you may link the staff to one other source of power at a time, drawing upon them with increased control and without care for distance. You can import a suitable item to gain these qualities.

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Warehouse attachments

100cp – Persian comfort

With a gesture, your warehouse will be transformed into a structure fit for a Sultan. Marble flooring, intricate carvings, wooden panelling and billowing curtains of the finest silk. You may also conjure up whatever furnishings you require. Beds, pillows, couches, carpets *this thick*...

200cp – Blessed oasis

This source of pure water would be a treasure by itself, but a small forest has also sprung up around it. The greenery includes bountiful fruit trees, valuable spices, and some delicious animals. While everything here appears mundane, it is in fact a place of power that can aid magical workings and will well support magical plants and animals. Beings of a type that would resonate with this place, such as spirits of water or nature will find the oasis particularly enticing to inhabit or take root in.

300cp – Magical fountains

In this strange realm a series of pillars linked by bridges rise from a seemingly bottomless chasm. Shrouded in mist and lit by dim blue torches, all paths lead to the fountain at the center. Once per jump or every ten years, you may drink from the fountain to receive a vision of the future. Though brief and uncontrollable, they are perfectly accurate and nothing can prevent them from observing upcoming events and distant places. The visions will show you your death, your failures, and the suffering of those you care about...if things had progressed normally. The visions do not show you how to correct these mistakes, but they will always focus on those pivotal moments where the choices you make will mean the difference between success and failure.

Companions

X00cp – Companion Import

You may import two existing companions for 100cp, four for 200cp, and eight for 300cp. They have a background, its freebies, and 600cp to spend. You may use excess import slots or purchase this option a second time to create custom companions with the same benefits.

100cp – Harem

Twenty-five healthy and attractive followers obey your every command. Male, female, or mixed, they are competent in arts both domestic and combative. They will happily serve, defend, or

entertain you in any way you please, and if one should die then they will be revived a month later none the worse for wear. If you like, they may bear the otherworldly appearance of a Sand-corrupted creature though this change will be purely cosmetic.

400cp – Genie

You have somehow earned the allegiance of one of the jinn. Such beings are powerful and wilful, ancient and wise. This one is willing to work alongside you, though it will be some time before you fully gain their respect and are viewed as an equal. Though connected to the world by an elemental aspect, they have unspoken reasons for wishing to leave this world behind. They possess great magical power over their element, and have a great instinctive grasp of the principles of natural philosophy that involve it. The genie's nature is yours to otherwise customize.

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Drawbacks

You may take a maximum of +600cp worth of drawbacks.

+100cp – Can't deal with it

You've never really gotten used to desert life. The sun is always too bright, the sand gets everywhere, and your skin is easily sunburnt. Make you you dress appropriately and bring plenty of water, or simple discomfort will spiral into worse problems if you don't come prepared.

+100cp – Just a mad beggar (Cannot take with 'drop-in')

A curse has been laid upon you. Friends and family (but not companions) will simply not recognize you, and you can do nothing to convince them of your true identity. The curse can be lifted by discovering and slaying the one who laid it. If you simply ignore the curse and try to make a new life, your enemy will take over your old life, murder the friends and family of your background, and continue to make misery for you on top of the grief you cannot help but feel for your failure.

+100cp – Cursed visage

You bear an inhuman appearance. Perhaps the dull grey texture of a Sand creature, the charred obsidian skin, glowing fractures and growths of the dark prince, or maybe you're just a man-tiger with mismatched arms. Whatever it is it will be quite shocking to others, and you will be unable to hide your new appearance short of isolation or at least some very loose robes. The change is purely cosmetic and offers no benefits, and must be at least a little disturbing to behold. Post-jump, you may retain this change as a alt-form.

+200cp – Who designed this palace?

It seems like there's never a straight line between point A to point B in this world. Any trip lasting more than a few minutes will inevitably take you through some very strange terrain. Even just going to market might require scaling a wall or two. Going across the country or in hostile area? Expect to swing, wallrun, and climb your way around in just like in the games if you want to get anywhere. This doesn't seem to bother or slow down anyone not you or your companions.

+200cp – Embedded weapon

One of your weapons or a suitable tool or item is fused to one of your arms, and it will be a constant source of discomfort. Actually using it will be very painful, and prolonged use or abuse risks serious injury. On the bright side, simply having it in your body won't cause any other problems and short of dismemberment you'll never be disarmed.

+200cp – The dark jumper

There is a voice in your head, giving words to what you will not admit. It will needle you, berate you, and might occasionally even compliment you. Its nature is whatever you are not. Base desire to the monastic, cruel to the kind, or a spark of compassion to the monstrous. While you need never worry about it taking you over, it will be a constant companion and devil's advocate looking over your shoulder, picking apart your thoughts and motivations, questioning every action.

+300cp – Creeping corruption

Invisible and harmless to others, the world is now smeared with patches of a lethal tar-like material that seems to twitch and reach for you whenever you are near. Its touch is agony and being drawn into it fully is inevitably fatal. Its placement is random and will slowly shift over time. You can avoid it easily if you pay attention to your surroundings, but do not let yourself be distracted. The corruption will not completely block your progress, but it may make for long and difficult detours.

+300cp – Dahaka target

You do not belong in this universe, let alone this timeline. The Dahaka, guardian of the timestream, has taken notice of your intrusion and seeks your destruction. It will appear at random and chase you relentlessly before it must withdraw from linear time to rest. Regardless of whatever protections you possess the Dahaka can injure you, and out-of-jump powers and weapons cannot affect it. There are very few things within this world capable of harming it, and even with one such weapon the Dahaka is never easily fought. Even if 'killed' you will only enjoy a few months of respite at most before the Dahaka reassembles itself and resumes the hunt.

+300cp – Speedrun

It'll seem just like the very first game of the series considering how little time you have to get where you need to go before something bad happens. Where are you going, and what might happen? Anything, and the more important your goal the greater the consequences if you fail. Dinner needs a little something? Run fast, or what you need won't be at the market or anywhere else. Defending a city? Better get into position fast, or the walls will be breached. While not every deadline carries the risk of death when missed, some will. You will, regardless of your powers or skills, always be able to make the trip in time if you hurry. At the same time, powers that would make a timed trip trivial won't be of any help. Stay in good shape.

+600cp – Mask of the jumper

You will die in this jump. You cannot avoid this fate, you know this. You must die, yet it need not be your current self. The Mask of the Jumper has given you a second chance. Somehow, you must either slay your past self or ensure that they cannot escape the situation that will/would've cause/caused their/your death. Time shenanigans have ensured that your past self does not remember taking this drawback. Communication or recognition of who you really are is impossible while you wear the mask. If there are two jumpers still alive at the end of this jump, if you have not slain your past self and freed yourself of the mask by ten year's time, you will fail the jump.

Scenario

To be a prince

For this optional scenario your task is simple. You must take the place of the protagonist of one of the three Prince of Persia series and play through each of their games to completion. Each Prince (or Princess if you prefer, you may change the sex of the each series' love interest as well to suit your preferences) are nameless, and all are known or suggested to be some kind of royalty. That is pretty much the extent of what is known about them. You are only required to play through the three main games (or two games of the 2008 reboot) and not the spin-offs and semi-canon sequels, such as *Battles of Prince of Persia* or *Prince of Persia: Harem adventures*. That last one is nowhere near as much fun as it sounds. But you may, if you wish.

Naturally, you will not have any out-of-jump powers or items to trivialize this challenge.

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Prince of Persia, Prince of Persia 2: The Shadow and the Flame, and Prince of Persia 3D

The first series that started it all. A mix of platforming and combat. Things lean heavily towards the former, but there's more of the latter as events progress. The Nameless Traveller perkline will be able to handle this series easily. Take sword lessons in your spare time just to be safe.

Tight deadlines created by the villains mean that choosing this series puts you under the 'Speedrun' drawback, and you'll be under a curse for the second game leaving you as 'Just a mad beggar' as well. There will be downtime between the events of the games to enjoy your royal life without its effects. On the other hand, if you did not take it you'll receive the 'Doppelganger' perk for the events of TSatF, as it is required to complete the storyline.

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Prince of Persia: Sands of Time, Warrior Within, and The Two Thrones

Things are combat-heavy here and the platforming elements are a little more forgiving. The Royal perkline is best suited to taking on this series, but do your stretches and don't be athletically inept.

During Warrior Within, you'll be under the 'Dahaka Target' drawback. During The Two Thrones, you'll instead suffer 'The dark jumper' and occasionally have a 'Cursed visage.'

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Prince of Persia and Prince of Persia: The Fallen King

The third series, a reboot unconnected to any previous game. There's a lot of platforming and few battles, but you'll be in multiple fights with singular and powerful foes. Either 'The Nameless Traveller' or 'The Royal' will be able to take the place of the (supposed) prince-turned-thief. You'll probably want to be very good at both acrobatics and combat for the best odds of survival. On the other hand, if you've taken 'The Mystic' background and have the 'Light of Ormazd' perk, you may instead take the role of Erika. 'Dying' in that case as part of her storyline will not end your chain.

There's only two games in the reboot's continuity, but for both of them you'll have to deal with the 'Creeping corruption' drawback.

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Assuming you survive and win your chosen scenario, you'll gain two rewards for doing so. Firstly, you'll gain a free custom companion, the princess you've repeatedly rescued. Or in the reboot's case, perhaps it is the prince who rescued you. They have the 100cp, 200cp, and 400cp perks of a chosen background and the freebie items.

Secondly, you gain an extra 300cp to spend for the enforced drawbacks you've had to deal with. (No, you may not purchase the mandated drawbacks to gain the extra points twice.)

There is no exact timeline given for any of the games. Some take only a few hours, going by the imposed time limits. Assume that there's at least a little downtime between each game, and after the scenario cleared you may spend the remainder of your ten years here or leave early if you'd prefer.

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The End

After ten years, you now have a choice to make.

You may **stay here**, **go home**, or **move on**.

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NOTES

So...which one is it?

You are free to decide which Prince of Persia continuity your time here takes place in. You may also decide if all or only some have happened or will happen, or how they might be connected. Perhaps the protagonist of the very first game grew up to be Sultan Shahraman of the Sands of Time continuity, or the third series never happened and there is no Ahriman about to break loose and cover the world in darkness. Or maybe he will, but that won't happen for another decade or so.

Your choice.

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With 'scion of sorcery' you quite literally absorb items to gain power. They are alloyed with your being, but this may come with any weaknesses, vulnerabilities, or conditions upon their use. The Dagger of Time seemed to have been specifically designed to slay Sand Creatures and extract the Sand that gave them life, and it worked equally well on both mooks and the transformed Vizier despite the great power he'd gained. Always read the fine print before installing something new.

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CHANGELOG

Version 1.2

added note on 'scion of sorcery'

tweaked 'scion of sorcery' perk wording

went over each 600cp items to be more in line with in-game depictions

Version 1.1

added drawbacks – 'cursed visage' 'the dark jumper' and 'speedrun'

nerfed the staff of time, as no other 600cp item had suitable post-jump boosts

added scenarios

tweaked companion option