



A Jumpchain Compliant Document

By Yorokonde

This world is very much like many other early twenty-first century Earths. Cities dot the world where people crowd together to perform menial jobs for just enough money to make it to the next week. All in the name of a faceless corporation that seems more interested in their own profits than their employees' wellbeing. It is a life many seem content with. The modern comforts this lifestyle affords them are enough to distract from the pressure surrounding such a repetitive existence. However, that is not all there is to this world.

Between these cities of steel and glass exist smaller communities. Farming towns tucked far away from the crush of modern life. Places where nature flourishes around the small niches their community has formed. Where streams flow clean and clear. They are towns that enjoy simpler ways of life, growing their own food through the sweat of their brow and tending to herds only a few dozen heads big. Farm to table isn't just a buzzword in these communities. It's how they live.

One such community is Stardew Valley, set in the mountains far enough north that it snows each winter, but not so far that farming is not a many varied profession. It is a tiny place with just under twenty families calling it home. A few farms lie on its outskirts, untended but with the houses in relatively good repair. Each of them just waiting for someone interested in reviving their soil. Within a week a rather stressed individual from the city will show up and occupy one of these farms thanks to a letter from his grandfather. There is also a place prepared for you as well, should you decide on that path.

You should note that this world is not as purely technological as the people in the cities would like to believe. Magic still exists in small ways, surviving in the hidden corners of the wilderness as it has done for untold millenia. Witches and wizards still practice arcane arts, goblins and shadow creatures cling to the dark places, and nature spirits gather in small communities near those who once remembered the old ways. Thankfully, none of these show the slightest interest in harming humans. Most seem frightened by them and the unstoppable force of progress they represent. A rare few may trade with those who understand their language. Also, while witches may be mischievous and wizards grumpy, neither feel the need to display their true powers much anymore.

Enjoy your decade in this world, however you spend it.

Origins



You may freely choose your gender with any Origin.
*You may pay **50 CP** to choose your age as well or roll for free.*



Townie (18+2d8): You used to be one of those faceless office drones until you up and quit to move to the country. Maybe you hated your job, maybe you just wanted some fresh mountain air, or maybe you just wanted to get away from everything you once knew. Whatever the case, nobody in Stardew Valley is going to know the first thing about you. No connections and only the absolute vaguest of memories, if that, are all you are coming in with.

Resident (14+1d8 or 24+1d8): You've lived in Stardew Valley all your life. It is home and in a community this small it means you know everyone here very well. If you like you can be a part of a currently existing household, a member of an entirely new family, or the last of a family that has since moved on in one sense or another. You can choose to be either a youth or an adult, either with their own problems and responsibilities.

Mystic (24+4d8): You know something of the secrets of this world. Maybe not everything but certainly a lot more than any normal person around. You've heard of the spirits of the forest, even seen a few, and you know the language of the Dwarves as well as how to speak to the shadow creatures. You have settled in Stardew Valley due to the amount of mystical phenomenon around this small down. You, like the magical creatures of this world, have found it prudent to hide your talent from those around you. But whether you continue that trend is all up to you.

Adventurer (20+2d8): You're a warrior! You didn't come out here to farm! You came out here to sword monsters! IN THE FACE! If they have faces. And even if they don't! The mines outside of town and adventuring guild right next door issued a help wanted ad to help clear out the dark passages and you came running. You know there are monsters in the world. Maybe you've been battling them for years or came hopping in fresh from training with a mysterious sword master in the mountains. Either way you know something of the magic of this world. Better yet, you know how to murder it.

JojaMart Employee (20+2d8): JojaMart is a chain of superstores to end all superstores. They offer everything from farming supplies to groceries to snacks so delicious they put their own name on them! It offers stable employment to those who join up and has arms of business set up to deliver all the comforts a modern person could want! It's a great company to work for! Or, at least, that's the propaganda. In reality it is the same as any other nine to five job. In Stardew Valley, that means working at the local grocery/farm supply store and stocking shelves or cashing out customers. Still, a job is a job. Whether you believe in the JojaMart Community Development Plan, or just need a paycheck, you'll find yourself working for the sterile megamart.

You can choose to either be a recent hire moved into the area to fill a vacancy or a resident of the town who has worked there for a few years.

Perks

*Each Origin receives their **100 CP Perk for Free** and a **50% Discount** on others of their Origin.*

General

Friendship is Presents (100 CP): While everyone enjoys getting a present people have certain items they like and those they dislike. Judging one from the other when you don't know a person very well can be difficult. Except for you. You seem to have an unconscious knack for picking just the right presents for the person you have in mind. It's not full-proof and works better the more you know about a person, but you'll be right far more often than you're not.



Eye For Quality (100 CP): It can be hard to tell a tasty tomato from a poor one just at a glance. It takes years of experience smelling, tasting, and touching produce to gain a feel for quality goods. Experience you now have under your belt. You can tell at a glance which bunch of bananas in a pile will be the most delicious. You will be able to suss out quality fruits, vegetables, milk, cheeses, and pretty much anything that comes from a farm.

Animal Whisperer (100 CP): Taking care of chickens and cows might sound simple on the outset, but there are so many little things to consider. Which feed is the best, what kind of bedding do they prefer, how much outside time do they prefer, and more are all questions that need to be answered. Thankfully, you've got a handle on that. You've got enough practical knowledge when it comes to animal care to impress a seasoned farmer.

Coop Master (100 CP, Requires Animal Whisperer): General knowledge is great and enough to allow your animals to thrive, but a little bit of specialized training is necessary if you want to raise animals that will win you contests. You've chosen to focus on the smaller animals found on a farm. Ducks, chickens, rabbits, and other critters of similar size will all respond to your careful attention. They will be more comfortable in your presence and produce higher quality goods as a result. You also know how to help the incubation period of chicks along through careful attention to when and how to turn them.

Shepherd (100 CP, Requires Animal Whisperer): Of course, once you've learned the basics it can be helpful to specialize a little. You've chosen to study up on the larger animals of the farm. Pigs, goats, cows, horses, and other domesticated animals of similar size will warm up to your tender affection much more quickly. They'll produce, or find, higher quality goods for you as a result. Everything from truffles the pigs might find to milk from the cows and even offspring you happen to breed, will be helped by this knowledge.



Brewer (100 CP): Any simpleton can simply rip vegetables from the earth and dump them onto the market in exchange for a few coins. But if you want to make money that folds instead of clinks you'll have to put in a little more care than that. Given a cask, barrel, or preserves jar, all of which you know how to make, and time you will be able to turn all kinds of fruits, vegetables, and grains into various preserves and alcohols. Each of which will sell for much more than the original produce.

Artisanal Goods (100 CP, Requires Brewer): While it is certainly possible to toss ingredients in a jar and let nature take its course, there is so much more to the art of turning produce into fine products. Barrels need to be turned at certain times, ingredients added in their specific order, even correct temperatures. All of that has been poured into your mind and can be seen in the quality of your refined goods. Alcohols, cheeses, oils, mayonnaises, and preserves of all stripes are worth an appreciable amount more if you created them.

Green Thumb (100 CP): Seeds, soil, water. Farming sounds pretty simple, doesn't it? But then you have to take into account soil acidity, plant spacing, watering requirements, and a hundred other tiny details that are the difference between an amateur gardener and a true farmer. Thankfully, you studied up on all that. If it sprouts from the ground and isn't a tree you know how to make it thrive. Exotic seeds and soil conditions from beyond this world might require a little more experimentation, but you'll get there quicker than others.

Agriculturist (100 CP, Requires Green Thumb): A green thumb is nice, but how would you like ten green fingers? Adding onto your knowledge is an entire encyclopedia about fertilizers and micronutrients that are sure to make your crops flourish like a miniature Eden. Plants under your direct care actually grow a little bit faster than normal. Hardly magic, but you'll be years ahead of your peers.

Miner (200 CP): Sunshine and fresh air might be nice for some people, but not for you. The still, chill air and sunless void found below the earth is where you'd rather spend your time. Spending all your time below ground has paid off in a knowledge of geology specifically geared towards hunting down ore veins. Even better, you know how to work them to ease out more usable material from each of them. This included coal, despite it not being an ore.

The Heat of the Forge (100 CP, Requires Miner): Given all the time you've spent around ores it's only natural you got curious about what to do with them all. So you found another use for your hammer and learned how to pound molten metal into useful shapes. Swords along with all common farm implements is where you start, but with your knowledge you'll quickly be able to be more inventive.

Geologist (100 CP, Requires Miner): Ores are nice and useful, but gemstones are where the real money can be found. Everything from amethyst to diamonds can be found in the mines under Stardew Valley and is part of the reason the town was once so prosperous. This ability is less skill and more luck and allows you to find nodes and veins and gemstones more often than most. You have become a deft hand at cracking them open thanks to the extra practice. You often get more usable gemstone out of the veins and nodes you work.

Lumberjack (100 CP): There's more to farming than the simple crops you plant and harvest every seasons. There's the patient growing of trees that bear fruit or useful saps. The gentle tending to each growth over years of time so that it grows large and strong and bountiful. Thankfully, you've always had a talent with that kind of thing. You've got a decent sense for trees when it comes to growing, cutting, cultivating, and breeding all the varieties common found on the farm. Exotic breeds found later in your travels will take a little more trial and error, but you'll still have a defter hand than most with them.

Forester (100 CP, Requires Lumberjack): There's an art to knowing just when to tap a tree for their sap and finding just the right moment to pluck fruit from its branch. It's not just a matter of knowledge, but instinct. This gives you that sixth sense, allowing you to gather more syrup, sap, and fruit from the trees you regularly tend. Additionally, they all tend to be higher quality, juicier and tastier, thanks to your dedication.

Gatherer (100 CP): Foraging in the forest sounds easy to the uninitiated. You simply walk around and see what you can find that's ripe. But you've got to know where to look for each season, when mushrooms and berries will be in season, and how much to pick to allow for nature's cycle to continue year to year. You know all of this and can easily find what the nature of Stardew Valley and areas beyond have to offer.

Botanist (200 CP, Requires Gatherer): Some people have a talent for foraging, but you've got a sixth, or maybe seventh, sense when it comes to finding edible plants of all stripes. You can also tell at a glance when they will reach their peak ripeness and flavor. So not only will you know where and when to look, but others will recognize just how delicious your findings are. They'll certainly pay more for them at any marketplace.

Fisherman (100 CP): Nothing beats baiting a hook and relaxing until a fish decides its hungry enough to try a nibble. Unless you want to catch something that is. You've got a way with the hook and rod that has most fish leaping at the chance to snatch up your bait. It requires actively paying attention to what you're doing, so it's less relaxing, but you'll come home with as many catches as you can reel in. Which you've got a decent talent for too. It'll still take some effort to land the real monsters of the deep, but if there's a fish in whatever water you cast your line in, you'll find it.

Pirate (200 CP, Requires Fisherman): I'm not even sure how you're managing this. But every once in a while instead of a fish you'll catch an honest to god treasure chest instead. These aren't filled with gemstones and gold, though every once in a great while it might have a gemstone or two. Instead it will always have something useful around the farm, like a new sprinkler, or just tasty, like a freshly baked cake. If you're wondering why a cake is able to survive being immersed in water for years, blame the nature spirits.



Townie

The First Step Is Trying (100 CP): Transitioning from city life to running a farm is not an easy step for everyone. Enthusiasm counts for a lot but there's still so much to learn. Still, the best way to get about knowing how to do something is to do it really badly for a bit. And now you tend to pick up skills faster so long as you're actively practicing them. Books and videos will help a little, but not nearly as much as getting your hands dirty.

Lending a Helping Hand (200 CP): It's one thing to decide to move out to the country on a whim. It's another entirely to suddenly be faced with forty acres of overgrown, untended, rocky farmland and realize how much work it's going to take. Thankfully, there usually seems to be someone close at hand to give you... well... a hand. A friend will stop by and donate a few hours of their time to help you week. Or a local will pop in to see how you're settling in and offer to chip in with whatever you're doing while you chat. They won't stay all day and what exactly they can manage is limited by their physical condition and knowledge, but they'll always mean well at least. Just don't expect this to happen constantly. People have lives of their own you know.

Love is Love (400 CP): Love is a many splendored thing. There are as many shades of it as there are colors in the universe. It can be a gentle warmth or a blazing sun in the breast. It can be passion or acceptance or the realization one isn't alone anymore. It can be so many things, so why should simple biology stand in the way of it? When you love someone and they love you in return, you will discover that they don't mind the little things. The fact that you're both the same gender or that they haven't felt that way about someone with your bits before seem to fall out of importance. Let love lift you up where you belong.

Resident

I've Always Lived Here (100 CP): You've grown up in Stardew Valley and you know everyone here. Of course that means everyone knows you as well. But it's a comfortable, warm feeling like a homemade sweater on a cold winter day. Now you seem to exude this sense of familiarity, even to people who don't know you yet. This will help you blend in wherever you find yourself instead of sticking out for being different. Just don't push it too far. Being unfamiliar is one thing, being a dragon is quite another.

Down Home Charm (200 CP): If there's one thing that's true no matter where you go, it's that people are just plain more friendly in the country. Most everyone smiles easier, fights less, and seems to enjoy life in a way that city folk can't manage. Of course there are always grumps in any community, but you're not one of those. You've got a friendly face, smile, and manner when you choose to let it out that will allow you to befriend people more easily. It might take a some time and effort on your part to begin with though. Grumpy people being what they are and all.



One Step At A Time (400 CP): Changing yourself is never easy, but it can happen. It might feel impossible or that you're stuck in a rut with walls too high to climb. Everyone feels like that once in a while. Still, if you make slow, steady effort you can find that even the highest walls will crumble. If you really want to change yourself, your personality or habits or even just the way you greet people, you will find a way given enough time. The more deeply ingrained habits will be the hardest to change but will eventually yield if you work hard enough. You'll also find this talent extends to helping others change themselves as well, to a lesser degree and only if they desire the change. You could help alcoholics stop drinking entirely given a few months or someone with deep seated psychological depression find a new lease on life inside a year.

Mystic

The Lost Tongues (100 CP): The languages of the magicals creatures of this world used to be far more widely known than they are now. People used to entreat earth spirits in their own tongue for a bountiful harvest or negotiate with dwarves for their solid steel tools. But now only the mages and the intensely curious know them. You're one of those who can speak to dwarves and earth spirits in their own language. You can also make yourself understood in shadow brute, but most of their kind are through listening to humanity. You will also have a small talent for picking up other mystical languages.

Transmutation (200 CP): Magic may be getting slowly crowded out of this world, but that had done nothing to weaken it. Only made it more rare. Still, those who know some of the ancient practices can unlock the secrets this world once knew. Key among them was the art of transmuting lesser materials into rarer ones. Five ingots of copper to make an iron bar and five of iron to make one of gold are just the basest acts you can manage. Gemstones can change or enough coal into diamonds. Even the mystical Iridium not being out of reach for those who find the right formula. And who knows what you can manage with some creativity.

Totems (400 CP): Carving wood and imbuing it with magic is an mystical art as old as time. They were used to ward away evil, protect homes from disease, and even entreat the spirits for more favorable weather. Few, if any, practice this craft anymore now that the nature spirits who once taught it have withdrawn. While there is more to the art than simple weather forecasting, that is where your knowledge begins. With an investment of power, a few rare components, and a little skill at woodcarving, you can create totems that seek to alter the weather of the next day. Never into anything out of season, asking for snow in summer is simply impossible, and turning a predicted hurricane into sunny skies might be asking a bit much. But toning it down to a thunderstorm instead or making clear skies cloud over is within your reach. You might, with experimentation, find more interesting uses for such devices of stored magic.

Adventurer

Me Sword Good (100 CP): What kind of Adventurer would you be if you didn't know how to use a weapon? A dead one, that's what! So pick your poison, from sword to polearm to axe or anything in between. If it can kill and isn't more advanced than a sharp piece of metal attached to a bit of wood, that's good enough for you. Only one though. No need to get too fancy. You're highly proficient in a medieval foot soldier weapon of your choice.

Tough Cookie (200 CP): Of course, you don't become a full fledged monster slayer without killing a few monsters. Or a few hundred slimes at least. Spending all that time learning not to die alone and forgotten has done an excellent job of toughening you up and strengthening your stamina. You're tougher than you look, unless you have a lot of scars in which case you might look as tough as you are, and you could easily perform manual labor from dawn until dusk without breaking a sweat.

Collector (400 CP): There is one benefit to spending all that time battling monsters. And that's the loot hidden in the dark corners they call home. Buried artifacts and long-lost treasures from ages past are still waiting out there in the world for someone to find them. You just so happen to be pretty great at finding these lost and forgotten treasures. You'll notice lots of little things other people would miss, like a telling break in the masonry or cracks in a wall that isn't as thick as it should be. These will often lead you to valuables if you spend the time following the clues. Everything from fossils to golden idols to even dinosaurs eggs on the rarest side could be found if you follow your nose... I mean instincts.



JojaMart

Friendly Smile (100 CP): Here at JojaMart we have the best in mind for everyone. Better food, cheaper prices, and a better community for tomorrow. Just remember to smile. Whether you're working in management or just part of the general labor pool, you've gotten pretty good at faking whatever emotions you need for the moment on hand. Concern to placate an angry customer, a winning smile to draw in new suc-friends, and more all come as easily to you as breathing.

Hard Bargain, Good Deal (200 CP): The best deal is always the right deal for JojaMart! Just because the customer isn't getting as good of a deal as they suspect doesn't mean it's not the best one in town. You've peered behind the scenes into the company's business practices and learned a thing or two. Your tongue is a little more savvy and you'll tend to come out ahead in most deals you make with others. Applied creatively this would very quickly earn you a promotion or two.

My Customers! (400 CP): You're not just the master of the art of the deal, you're the leader, trendsetter, forward-thinking, out-of-the-boxing, paradigm-shifting golden child of business. With a little research into a given area your new knowledge will feed you the details on how to burst into new markets there. You'll be able to identify need, exploit supply chain strengths, and even convince the local workforce you're doing it for the betterment of the town. Make an effort and you'll be making money hand over fist! After all, life's better with Joja on your side!



The Farm

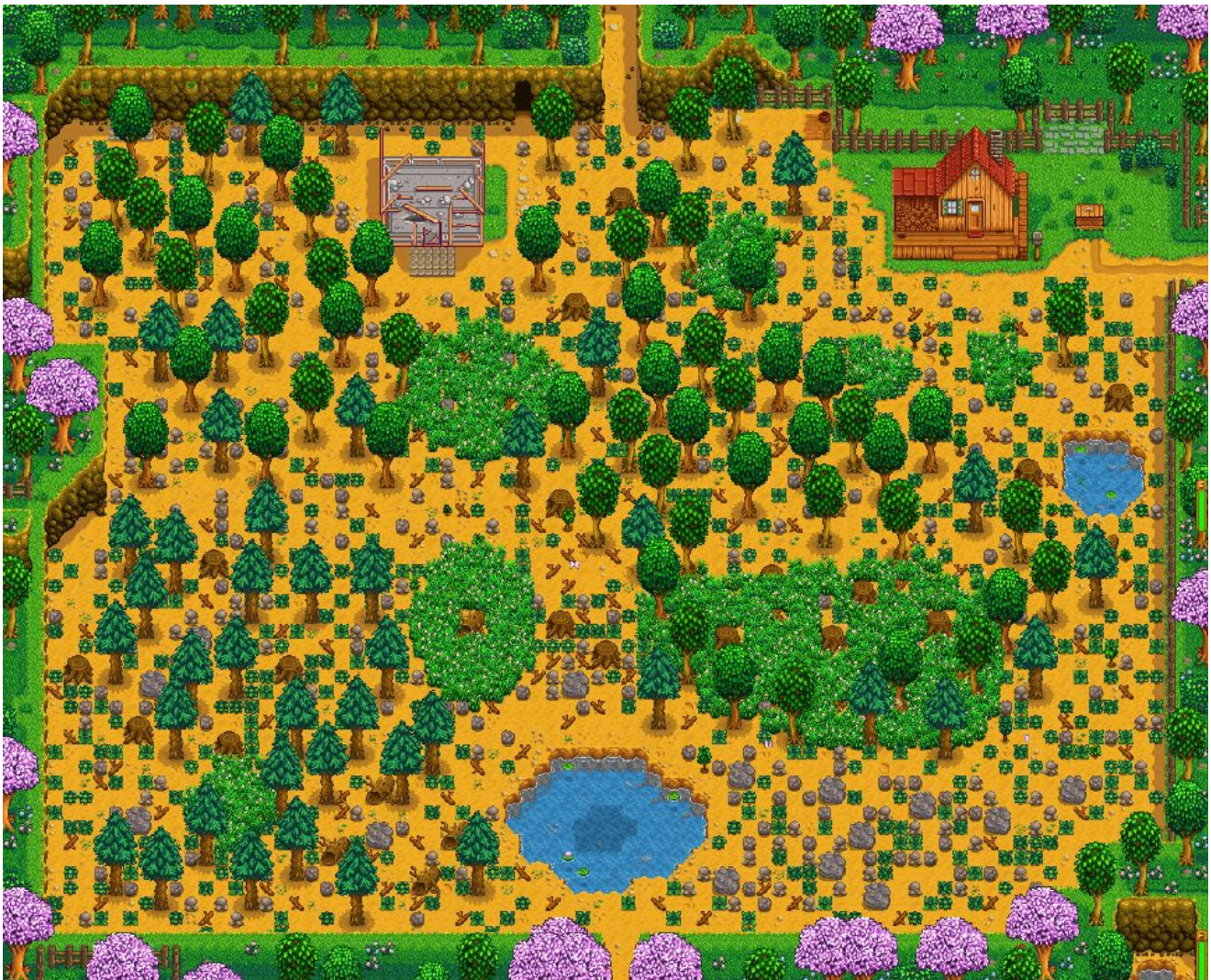
*All Origins, save JojaMart Employee, receive one of the plots of lands listed below for free.
Each farm is 40 acres in size and come with a free mule if you choose to take it.*

Farm Expansion (200 CP, Purchasable Only Once): You've been gifted a larger plot of land than normal. Your farm is 80 acres in size now and comes with two mules if you want them. If you took the JojaMart Origin, this instead gives you a single, regular-sized farm. Otherwise choose one of the following options:

- + You may have one large farm containing all 80 acres and the qualities of one of the farms.
- + You may have two 40 acre farms, each with the qualities of two different farms. A short walk will be necessary to travel from one to the other.
- + You may have one 80 acre farm with the qualities of two different farms blended together. This may have unusual or unintended side effects, such as the Hilltop Farm's mining prospects appearing underwater if mixed with the River Farm.

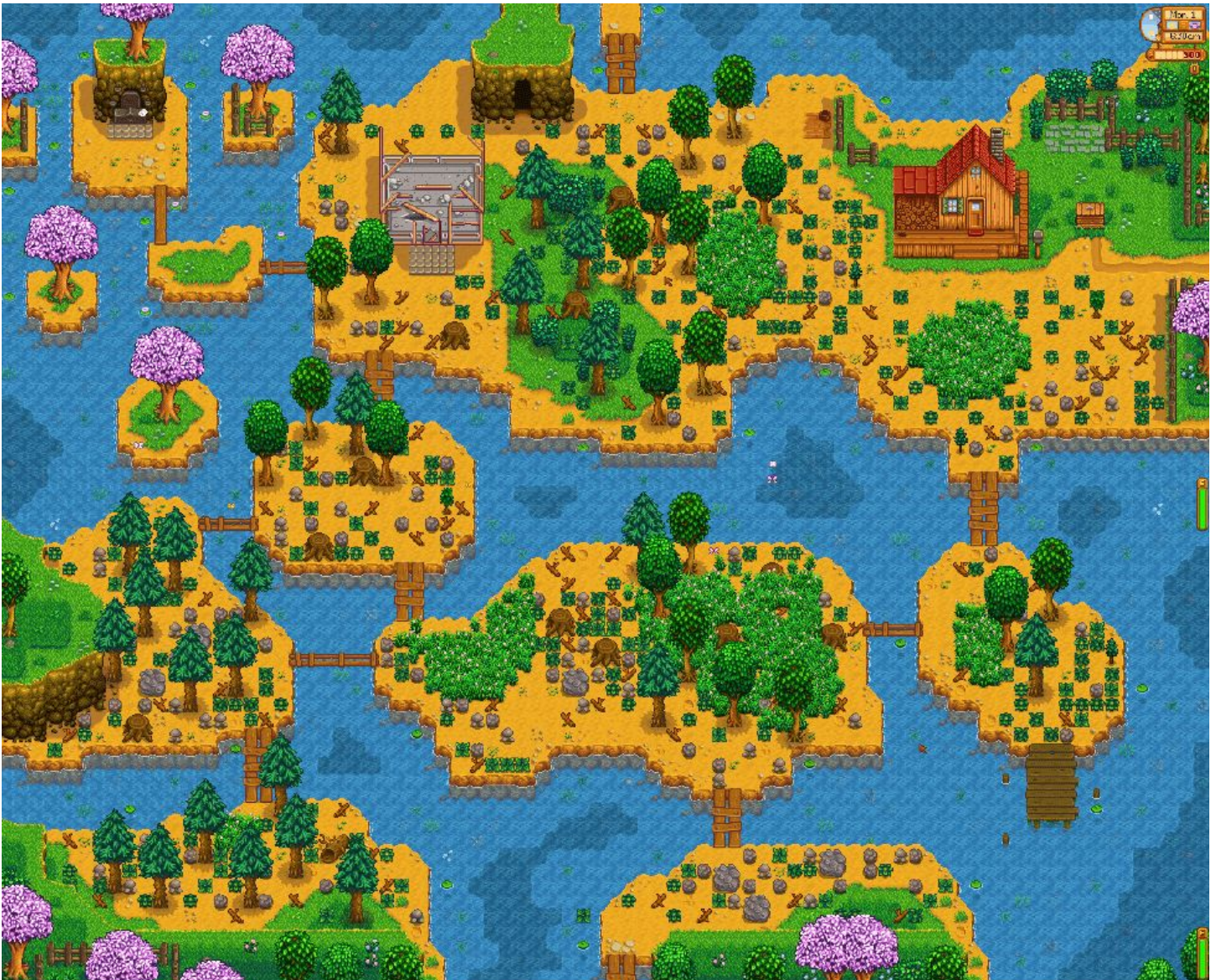
Standard Farm

This is what most people think of when they dream of ideal farmland. The soil is rich and terrain as flat as a lake with no breeze. There is plenty of room for large plots of crops as well as fields for open grazing of all kinds of livestock. A pair of small lakes are the only interruption to otherwise perfect farmland. The greenhouse will need to be repaired, but the house itself is sound enough. Small, but sound. A comfortable bed and older television are included as well. A small cave set in the rocks would be a fine place to grow some mushrooms.



Riverland Farm

This farm is situated in the flooded lowlands of Stardew Valley. Bridges and piers connect each of the nine islands, but even so farming space is at a premium. Maintaining crops and livestock will be all but impossible. Still, it is a perfect farm for those who enjoy fishing and the bounty of nature's rivers. Surprisingly the waters of this farm contain fish from all over the valley. Even ocean fish from time to time when the tides are right. The house is in surprisingly good shape considering the amount of moisture in the air, but the greenhouse has fallen into disrepair. There is also a cave frequented by a startlingly wide variety of birds. It would be an excellent place to gather wild eggs if one has the bravery to weather the pecking beaks and screeching calls.



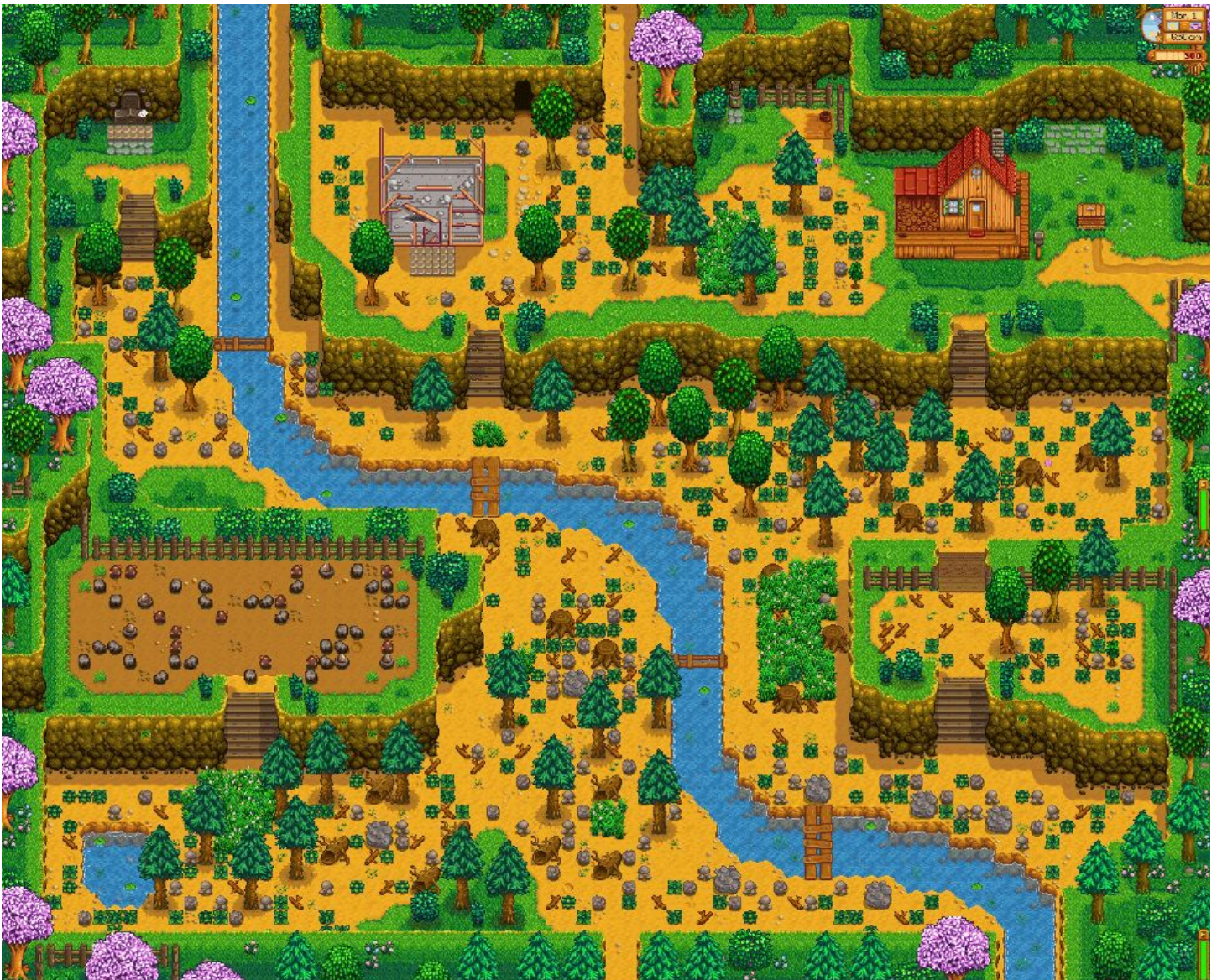
Forest Farm

This farm can be found situated in the grove of the deep woods, hemmed in on all sides by ancient trees. There are certain laws in place about disturbing them so don't get any ideas about wildly expanding your plot. Four ponds of various sizes take up a sizable portion of the usable farmland. Choosing between livestock and crops is less of an issue here, but doing both will leave little room for anything else. But the forest provides some of its own bounty to make up for these limitations. Wild berries grow in abundance on the many bushes found here during the correct seasons. And there always seems to be stumps to harvest for the hardwood people so crave as perfect building material. There is also a cave set in the northern bluff that is home to a family of docile fruit bats. They travel far and wide and often bring back more than they can hope to eat. The house itself is in excellent shape, though moss seems to have grown up the rear of it, and nature has reclaimed the greenhouse entirely. Still, it is an excellent plot for those who enjoy the tranquility of the forest and foraging for what it has to offer.



Hilltop Farm

This rocky and rugged piece of land is set up in the mountains that surround Stardew Valley to the north. As if the landscape didn't make farmland scarce enough a wide creek runs through the entire plot, neatly bisecting it. So while one will almost certainly have to choose between crops and livestock here this plot is not without its perks. The rocks of these hills are rich with deposits of coal, precious metals, gemstones of all varieties, and rare artifacts from ages past. There are even rumors of gold and garnets being found in small quantities in the riverbed. Those who enjoy mining and prospecting will never find themselves bored here. The house itself could use airing out and a good mopping but is solid enough. The greenhouse, however, looks as if the local kids have been throwing rocks at it for two generations and will have to be rebuilt from the ground up. Strangely, the plot is only home to a single cave, but oh how it glitters with possible riches.



Wilderness Farm

This farm can be found sandwiched between the large river feeding into the ocean and the cliffs marking the edge of the mountains. A large lake sits in the middle of the property as well, fed by a spring that now only trickles out water. It is neither the largest nor the smallest of the available farmlands. There is room enough for some animals and crops if one is creative with their placement. However, this farmland was once cursed by the witch who lives in this area. Each night the plot is beset by golems made out of straw! They are at least silent creations and don't seem interested in bothering livestock, crops, or battering their way into buildings. They'll harass any people they find outside at night though. They are a challenging foe, but hardly insurmountable. Additionally, past farmers reported their chickens occasionally laying black eggs with red spots that tasted absolutely horrible. Strange. The cave is utterly barren and holds neither useful materials or anything of interest. The house itself is very sturdy, just in case the straw golems get any ideas. And the greenhouse appears as if it was blasted apart, but can be rebuilt.



Bastion of the Nature Spirits

This plot is certainly different than all the rest. A simple glance at the profusion of flowers and colorfully leaved trees is enough to see something strange is going on here. The rocky ground doesn't hamper both crops and livestock sharing the same land, though they will likely have to be placed on opposite sides of the small river running through the plot. It is fed by a spring that bubbles up from under the rocks and flows fairly fast. Farmers who choose to take up caring for this plot of land will discover a grouping of Nature Spirits have taken shelter in the small cave. They are a wary bunch, but if one follows the old traditions or is kind to them, they will prove to be quite able helpers. Slow and a little erratic with their choice of duties, but useful nonetheless. They will water crops, milk animals, and even repair fences, but only as they desire. They will sometimes leave jobs half done or only shear one animal out of six. It's hard to predict the whims of such creatures. Still, they have kept the house not only sound, but beautifully decorated inside and out. However, glass is beyond their skill and the greenhouse is going to need your help if it is to function again. This house is best suited to those with a little of the magical talent themselves or someone interested in such things.



Items

*Each Origin receives their **100 CP Item for Free** and a **50% Discount** on others of their Origin.*

General

A Working Backpack (50 CP): This backpack is nothing special to look at and is continually a little dusty no matter how thoroughly it is cleaned. However there is a little bit of the old magic held within its threads. It will hold much more than a normal backpack should and anything placed inside is made a little bit lighter. At least it will make carrying a load of turnips a lot easier.

Bait and Tackle (50 CP, Free with purchase of Fisherman): This collection of fishing equipment includes a small styrofoam cup with a plastic lid, a fishing rod and reel, and a small red tackle box. The cup contains a bit of rich, black earth and is positively wiggling from the number of plump earthworms inside. The fishing rod and reel isn't fancy, but both will be able to handle fish up to several hundred pounds without snapping. The tackle box contains a small assortment of colorful lures as well to tempt the local underwater denizens. The rod and reel even fold down to fit inside the tackle box as well for easy portability.

Mixed Seed Bundle (50 CP): A large burlap sack full of various seeds, mixed so thoroughly that you would need magic or extreme amounts of patience to sort them. They are leftovers from the company that normally provides the bags of seeds to Stardew Valley, sold at a discount because they can't be sure just what will grow from the mixture. They can be planted at any time but what springs up might not survive the season. A greenhouse would be an ideal place to use these seeds. The sack refills at the beginning of each year.

Gem Berry Seeds (50 CP): A small, plastic six-pack planter containing six tiny sprouts. These rare plants produce what are easily one of the sweetest fruits found anywhere in this world. A single peach-sized fruit is as sweet as an entire chocolate cake! They're mainly used to make all natural sweeteners or potent liquors. Each one of these sprouts will take six months to grow to their full size, but once grown they will produce a ripe piece of fruit roughly once a week. They're relatively hardy plants, but have a tough time dealing with the cold. Should anything happen to your original six plants, a new planter pack will find its way into your home each spring.

Wild Seed Bundle (50 CP): These four moderately sized burlap sacks seem to contain various kinds of mixed seeds. Each are marked with the name of one of the four seasons and guaranteed to grow if planted in their right time. A handful of these seeds scattered and carefully tended like any other crop will always sprout into a random assortment of fruits, vegetables, and flowers. Unlike ordinary crops, these sacks contain seeds like Horseradish, Crystal Fruit, and Holly, all of nature's bounty normally found by foraging around Stardew Valley. Each sack contains quite a bit of seed and will completely refill itself on the first day of its season.

Ancient Fruit Seed (50 CP): This seed belongs to a plant that has long since been considered extinct. But a few, a precious rare few, still survive to this day. You will be given exactly one of these seeds. Thankfully it needs no partner to bear fruit. It will need an entire year to grow though. Helping it survive the winter will be essential as this plant originally lived when the planet was very much warmer. However, if kept alive and tended it will remain living and produce fruit indefinitely. The flavor of the large blue fruits it yields once a week is a mystery. With careful attention you will be the first in ages to find out what it is. With this purchase you will be given one new seed each decade.

Greenhouse (300 CP): This large building of glass and steel always seems to be comfortably warm inside no matter what the weather is like outdoors. A large planting area dominates the floorspace with a cobblestone path set all around it. There is also a watering trough at the back perfect for filling up watering cans. Additionally, a faint air of magic seems to hang about this building, causing any plants grown inside its walls to reach maturity 10% faster. This little slice of perfect gardening conditions is yours to place on your farm, inside your Cosmic Warehouse, or attach to a piece of property you already own.

Townie

Farming Tools (100 CP): Well, at least Grandpa didn't leave you an empty shed. This collection of watering can, hoe, axe, scythe, and hammer aren't very impressive to look at. Still, they're solidly constructed and won't break or chip or go dull no matter how hard you use them. Just because they're not special or powerful doesn't mean they won't be useful.

Collection of Fruit Trees (200 CP): This collection of saplings, twelve in all, have been given a little bit of a magical boost so that you won't be waiting for most of a decade to get your first piece of fruit. They'll each grow to full size in just three months, after which the magic will wear off and they'll be ordinary trees once more. There are four trees in two varieties that will bear fruit in either Spring, Summer, and Fall. While in season the trees will produce at least one piece of fruit each day, but might produce more with some additional care. Apricots and Cherries will be ripe in the Spring, Oranges and Peaches in the Summer, and Apples and Pomegranates in the Fall. Should anything happen to one or more of your trees, you will receive new ones for Christmas.

Seed Catalog (400 CP): A simple seed catalog like any other found on the coffee tables of farmers around the world. However, this one has a little more pizzazz than normal. Inside you'll find seed listings for any of those found in Stardew Valley. Even seed packets for mushrooms and other produce normally only found through foraging. Additionally, should you rest a seed that isn't listed inside the catalog on top of it, it will absorb that seed and create a brand new listing for it! Of course, the rarer and stranger a seed is the more it will cost. Ordering from the catalog is as simple as calling an order in to the 1-800 hotline and providing some form of payment. COD is acceptable as well. The seeds will be delivered sometime between 8 am and 8 pm the next day. Don't worry if you miss the delivery, they'll keep trying each day until they catch you at home.



Resident

Spooky Scary Scarecrows (100 CP): Crows can be a pretty serious problem for farmers in and around Stardew Valley. They eat crops, loiter around, and make entirely too much racket. Thankfully they respect the classic scarecrow, so here's eight of them. Each of these scarecrows are designed a little different (Does that one have a turnip for a head?) but they are all quite effective at their jobs. The eight you have are more than enough to keep crows off a pretty sizable portion of a standard farm with a little strategic placement. Should they become damaged or destroyed, you'll find a new one out in the fields the next morning.

Bee Houses (200 CP): The fact that bee hives are important to farming comes as a surprise to most people. These busy little pollinators are, in fact, essential to the growth of many fruits and vegetables. This trio of hives are designed to look like cute miniatures of your own home and the bees inside are unusually docile towards you. You could harvest their honey without a suit on with a single worry. These are busy little bees too and will produce enough honey for a harvest every season, except in winter. A little tip: try experimenting by planting different flowers or fruits around them. It can change the taste of their honey quite significantly.

Fishing Shop (400 CP): This run-down little shack comes with a rather grumpy older man who can be found out front fishing more often than behind the counter. It has everything an adventurous fisher could possibly want under its roof, from an assortment of bait to new rods and reels and a mind bogglingly large collection of lures. It tends to wander around though, often showing up around the next bend when you have some free time and an urge to fish. The owner might be grumpy but he always has some excellent tips on how to catch the local fish if you ask.

Mystic

Void Egg (100 CP): This black egg flecked with blood red spots feels warmer to the touch than a chicken egg really should. Given a little time it will hatch by itself, without an incubator even, into a small, fluffy chick with utterly black feathers and red, burning eyes. Despite its looks, it's not evil and is really just a chicken with a little extra magic in the blood. It'll lay more Void Eggs once it is grown, which you might be able to find some magical uses for. But don't eat them. Anything made with them tends to taste like burnt hair somehow. You'll get a new egg each week should you decide to eat yours or if something happens to the Void Chicken itself.

Slime Hutch (200 CP): Why would you even want this? Don't you know slimes are dangerous? Well, whatever, good luck to you. Slimes are acidic little blobs of goo that don't care for anyone who isn't a slime. They're hardy little creatures that only need a source of fresh water to survive. Inside this stone building they'll breed and produce little balls of non-acidic slimes that, frankly, aren't worth much on their own. Still, the substance is quite sticky and could prove useful to an inventive mind. Just don't let your guard down in there.

Wizard's Tower (400 CP): Despite the name, this "tower" resembles a workshop more than anything else. Constructed of sturdy stone, this outbuilding has two rooms, one larger and one smaller. The smaller room comes lined with shelves set into the walls, though they are empty, and a few plain looking chairs. The larger room is equipped with everything a budding wizard might need. A massive cauldron that sits over a fire that never seems to need feeding, an alchemy set of glass instruments and containers, and an assortment of impossible sounding ingredients. (Seriously, where do you even get hen's teeth from?)

Adventurer

Trusty Steel (100 CP): This longsword appears pretty standard at first glance. A hilt, guard, two sharp edges and a glittering point. But it has seen the hands of a dwarven smith and come away with a secret. On command the weapon can change into a large maul or a sleek dagger. In all three forms the weapon will never break and if lost will find its way back to you inside the house. You may import a weapon you already own into this position and have it gain the same abilities.

A Fine... Slingshot? (200 CP): This world doesn't really do guns. Maybe on the front lines, but not here in Stardew Valley. So this magically soaked alternative is the best you're going to get unless you want to join the army. It's a slingshot made out of the rare metal known as Iridium. Partly magical, this metal gives the slingshot the ability to do all the damage of a small caliber pistol round with an ordinary rock. Just don't leave it around for the kids to find. Slingshot safety begins at home.

Endless Mine (400 CP): To the west of Stardew Valley, through the tunnels that run under the mountains, there is a desert. Like most deserts it is a desolate place outside of the few scattered oasis. But there is a legend that beneath those sands exists a dungeon unlike any other. One that continues downwards into the earth indefinitely. A place where the monsters continue to grow tougher the deeper you plunge into its depths. And where the treasure you can find grows even more valuable with each floor you explore. While few will ever be able to separate myth from fact, you will at least have the chance. This ordinary-looking cave entrance leads directly to this bottomless, endless dungeon. Rare ores, gems, and even more valuable things can be found inside, but the danger here is all too real. There is no elevator to take you back to the surface quickly or deliver you to lower levels in moments. Explorers will have to fight their way down and back up. Try not to get greedy.

JojaMart

JojaCola Machine (100 CP): This slick soda machine covered in blue and white modern lettering promises JojaCola to be the most refreshing thing you'll ever put in your mouth. Which may or may not be true depending on your tastes. But this machine at least delivers on quantity, giving you as much ice cold JojaCola as you could ever want. You don't even have to plug it in.

JojaMembership Card (200 CP): A gold colored card with the JojaCorp name splashed across the front in bold, dramatic letters might not seem like much. However, Joja has their hands in so many markets that it's practically impossible to find a store that isn't willing to accept their discount card, if only to keep you from shopping somewhere else. Flash this card at any shop, from roadside fruit stand, the highest priced clothing store, or even a black market drug dealer, and you'll receive 10% off anything you buy.

Convenience Store (400 CP): Joja is happy that you have decided to own and operate your own branch of the JojaMart line of convenience stores! And because you've sprung for the deluxe version, this store will all but run itself! It will make a small profit on its own no matter where you place it and keep itself fully stocked in the full range of Joja snacks, colas, and other convenient foods. Should you decide to take a hand in operating the store personally, you'll see your profits improve dramatically. Just don't expect to find much in the way of natural foods inside without your intervention. Everyone knows artificial sweeteners are better for you thanks to their lack of calories.

Companions

Old Farmhands and New Friends (50 CP): There's always work to be found around a farm and more hands are always appreciated. For **50 CP** you may import two Companions you already have into this world. Each of them gains an **Origin** and **600 CP** to spend. However, Companions may not purchase any of the **300 or 400 CP Items**. They may have a Farm of their own for free if they wish, but they cannot take it with them to another world. If you would like, you may instead use this option to make up to two new Companions who you will meet during your time in this world. They will agree to go along with you unless you happen to be exceptionally cruel. You may purchase this option up to four times for a total of eight Companions.

The Local Flavor (50 CP): Perhaps you have your eye on one of the locals instead. There are surprising amount of single men and women in and around Stardew Valley after all. This all but guarantees they'll be willing to come along with you on your journey to other worlds. Additionally, should you find someone in this world you love enough to marry while you are here, you may bring them along for free. Just one though. Polygamy isn't really an option here.

Loyal Pet (50 CP): There are few things capable of providing more love than a loyal canine or a cuddly cat. So with this you can guarantee you'll find one of the two waiting on your farm for you. They're a simple pet, not magical or special in any way, but they are exceedingly long-lived and healthy for their kind. Should they perish, you will find a new pet waiting for you, just as eager to love you as your last friend. This pet functions as a Follower, not a Companion, unless you decide to alter the arrangement somehow.

Traveling Cart (100 CP): Not truly a Companion or even Follower, this wandering merchant will find you roughly once a week. They'll pull up in a fanciful covered wagon covered in twinkling Christmas lights that is pulled by a large purple pig wearing a fez and cheerfully announce they're open for business. It's hard to guess just what the green haired gypsy will have for sale each time and guessing what she'll charge for them is even more impossible. Sometimes she'll have rare items for cheap or common junk for outrageous prices. Mostly she'll be reasonable and open to some bargaining. She's weird, but nice.



Dwarf (100 CP): The Dwarves were once a powerful and advanced race, but now much of their civilization lies in ruins. Their thousand years of war with the Shadow Brutes has done so much damage to both sides that they finally called a truce recently. Most have secluded themselves below ground in an attempt to collect themselves once more, but a few of their kind have wandered to the surface. This one will form a friendship with you sometime during your years in this world. He will be an inventive, friendly sort with a healthy interest in the world above ground and technology of all kinds. He's a bit of a pyromaniac and enjoys bomb-making in his free time if he can find the materials. He will happily come along with you to other worlds should you ask.

Shadow Brute (100 CP): Shadow Brutes are creatures of the void, sentient nothingness held together by magic as ancient as darkness itself. They are solid enough and quite capable of interacting with the rest of the world despite what they are made of. Most Shadow Brutes will react violently to a Human presence, unable to set aside their anger at being hunted for so long as monsters. This one, however, is pretty friendly and rather chatty. Except on Fridays in which it stays silent out of respect for it's diety, Yoba. Outside of these basic factors this creature is a bit of a blank slate. It does seem oddly curious about Humans and their culture. The two of you will meet one rainy afternoon in the sheltering bows of a willow tree and it will take a liking to you. Unless you give it a reason not to, it will happily follow you when you leave this world.



Junimo (100 CP): Commonly known as Forest or Earth Spirits, these tiny fey creatures have existed since the first leaves grew on the first tree. They are small, no larger than a basketball, with stick-like arms and stubby legs. They are remarkably strong for their size and can easily lift large pumpkins over their head. They have little fear of Humans, but have little interest in interacting with them now that they have turned away from nature and the old ways. Their ability to render themselves invisible helps them keep out of sight. This one is the color of a ripe apple and seems to see something special in you. It will hang around and attempt to help you with your farm work. Understanding it may be a challenge, even if you know the language, as it doesn't speak much. But it is a clever, earnest little fellow that will happily follow you from world to world, though it will understandably be less enthusiastic in worlds with little nature for it to enjoy.

Friendly Slime (50 CP): Normally slimes are pretty aggressive towards anything not a slime. They leap on whatever they don't like, leaving them bruised, oozed, and a little burned. However, this one seems to be different from it's fellows. You'll find it relaxing in a puddle after a heavy summer rainstorm, soaking up the moisture. And instead of attacking it will slither its way over to you and plop down, looking up at you in a blank-eyed, friendly kind of way. It's not terribly bright, but it can be trained in the way a stupid puppy could be. It's not terribly useful. It is pretty cute for a slime though. It starts out green and changes color based on the last thing it ate. So after munching on an apple it'll be tinted red until it eats something else. Like other slimes, it doesn't really need to eat and can subsist just fine given a little fresh water each day. Just make sure to feed it before trying to water your plants. It might get a little jealous. The slime counts as a Follower, not a Companion, unless you change that arrangement.

Drawbacks

There is no limit on the number of Drawbacks you can take. Do so recklessly at your own peril.

You're getting your Rule 63 everywhere! (+0 CP): Love is love is a nice sentiment, but perhaps you'd rather have certain bits and bobs line up to your tastes a little more directly. There's nothing wrong with that. So this option simply allows you to swap the gender of everyone in Stardew Valley. Male to female, female to male. Nobody is going to remember being any different and will have a mostly unchanged personality. There may be minor differences here and there, but nothing major.

Fussy Animals (+100 CP): Expect to spend a lot more time giving TLC to any animals you happen to own. They're not going to produce unless they're happy. Leave them out in the rain and they'll go dry for a week. Let your pig's wallow go dry? No more truffles for you for a while. If you don't keep animals on your farm, expect your plants to find some way to demand just as much of your time.

Clever Wildlife (+100 CP): You're going to have to deal with an especially clever band of foxes attempting to break into your coops and barns. Heaven help the animals if you accidentally leave one of them out at night or a door unlocked. Should you decide to skip coops and barns altogether, the foxes become racoons fixated on raiding your own food supplies and garbage instead.

Jealous (+100 CP): You're a little jealous when it comes to other people talking to or generally being around those you love and/or are married to. You'll be able to control yourself, sure, but it'll take some willpower and you aren't going to be the friendliest of sorts in any case. Expect this to cause problems making friends with the locals. And maybe even between your own Companions.

Aggressive Locals (+100 CP): Is it just me or does the local dating population seem a little more... aggressive than usual? It's probably the fact that nobody new has moved to town in quite some time. Expect yourself, and any Companions you bring, to be unusually popular with any of the unattached locals. This is less harem and more of a fights-over-your-attention scenario. Even if you're not interested. I wouldn't recommend taking this with Jealous.

Early to Bed, Early to Rise (+200 CP): Farmers are morning people by necessity. Cows need milking, chickens need letting out, crops need watering before the heat of the sun starts beating down, and a hundred small responsibilities besides. But waking up early means heading to bed even earlier. So now you need to be in bed by 10:00 pm. Yes, even if you didn't need sleep anymore. If you decided to push your luck, you'll simply fall unconscious on the spot at 10:05 each night. Which might even be fatal if you're surrounded by monsters.

Rainy Season (+200 CP): Stardew Valley is experiencing a little bit of climate change. It should only last the decade you're here though. It's going to be wet. Raining or snowing every few days kind of wet. Which is going to horribly impact any pastures, farming, fishing, or gathering you attempt to do. Even parts of the mines and dungeons are going to require wading to pass now.

Grandpa's Ghost (+200 CP): Well, this is kind of awkward. Every night when you sleep, a grumpy old man of a ghost is going to invade your dreams and judge you. Harshly. Forget to feed a chicken? He'll lecture you for an hour on responsibility. Water the leaves of your rose plant instead of the roots? That's a lecturing. And heavens help you if you forget someone's birthday from the town. You'll still get most of your full night's rest at least. You'll only be a little tired each morning. If you happen to no longer need sleep, he'll follow you around for eight hours a day instead, commenting just as harshly.

Termites and Mold and Bad Weather, Oh My! (+200 CP): It's the darndest thing, but you seem to be plagued by small problems related to your farm falling apart almost every day. You go to open the barn door and the handle falls off. You step outside in the morning and discover your chicken coop fence has fallen in. You lean against the wall of your house to discover rotten boards and some vermin behind them. None of these problems are going to be unfixable, but any repairs are going to be more temporary than you would like. You'll lose an hour or two each day making small repairs to your house, barns, coops, and/or fences you have.

Boy These People Have Problems (+400 CP): Everyone in this town seems to have some kind of issue. Social dynamics flexing under the weight of puberty, professional aspirations going unfulfilled, even just personal issues they can't seem to break themselves out of. Thankfully, you're here to help. You're going to have to get to know everyone in Stardew Valley personally. Gifts and small talk to start, but eventually they will confess problems that you'll have to lend them a hand solving. A few will be as easy as listening and lending a few kind words. Most won't be. And you're going to have to do this before your decade is up. Or else.

Strange Appetites (+400 CP): You're a little weird aren't you? You've developed a taste for things that aren't food in the slightest. Like gemstones and crystals. If you had teeth and a digestive system that could handle this before, something about the local stock no longer agrees with you. Oh, you don't be in any kind of mortal peril from your pica habit, but you're going to crack and chip teeth fairly often. And your stomach problems are going to be pretty legendary. Not to mention the fact that you're going to be eating most of your profits from the mines or spending a large chunk of your money to feed it. At least you'll think they taste good. That's worth all the trips those trips to Harvey, right?



Outro

Just as the seasons roll from one into the other, the years pass. Enough of them have slipped by and now your time in this world is finished. Any Drawbacks you have taken will now cease to affect you. However, before you make that final decision so familiar, or perhaps for the first time, we have a small gift for you.

The farm you have been given, or purchased, is free to take with you into worlds beyond this one. All the characteristics of that farm will come with you as well, unless you endeavor to change them. You may attach the farm directly to your Cosmic Warehouse, if you have one, or to any other piece of property that follows you between worlds. Alternatively, you can simply have the farm plop itself down nearby where you start your time in each new world you visit.

For those who choose to work for JojaMart, you may still keep the farm if you purchased one, but there is an additional prize in either case. A JojaMart Convenience Store, like the one on offer in the Item Section, may be taken for free. Or if one has already been purchased, they will be allowed to upgrade it to a full grocery store if they wish. Both the grocery and convenience stores can be placed or attached just as the farm is allowed to be.

Now then, it is time for that decision we mentioned. No matter which option you choose, you may keep everything you have gained up to this point.

“Country Road, Take Me Home”

Head back to your home universe, ending your journeying from world to world.

“Home Sweet Home”

Stay in this world, forsaking all others for the comforts found here.

“On The Road Again”

Continue onwards to another world.



Notes:

1. All buildings and properties can be attached to the Cosmic Warehouse, directly to the Farm itself, to other properties that you already own, or can be placed in each new world when you arrive. The only exception to this is the Fishing Shop. It really likes to wander.
- 2.