

CHILD OF LIGHT



Long ago, four explorers found the continent of Lemuria. Mathildis, Cynbel, Rambert, and Erin. They braved wild nature, and with the magics they found in these lands, they created great cities. Under their grasp, Lemuria bloomed.

Yet instead of sharing the secrets of Lemuria with the world, they sought to keep them for themselves, and hid the continent in time and space. But power, even kept concealed, has its consequences. A Pact was forged, and betrayed. Treaties withered like trees, and family fought family. Some fought, some fled, and many died, until in the end, only two remained.

The Queen of Light exiled Umbra through the mirror gate, a path closed to all but the criminal class, back to a forgotten world. But while war was no more, Lemuria fared little better. With the passing of centuries, unkind to all, empty palaces gathered only dust, and thrones got marred by rust. Without fresh light, that spark brought by the four, the land knows only stagnation, imprisoned by the past.

So it is that the Queen of Light, too, goes through the glass, in search of the Secret of Ages said to lie at the explorer's heart. But she found only love, and poison at last. For she was found unaware by Umbra, who had never set her sight away from Lemuria. With her enemy no more, she rose from the darkness as Queen of Night, and sent her daughters to steal Lemuria's light - the sun, the stars, and the moon.

But while the clock ticks ever forward towards evening, and all hope seems lost, soon, the Child of Light shall make her way towards those magical lands. Will the Lemurians regain their light? Will the Rift be closed, and the worlds unite? Take these **1000 Choice Points** and, perhaps, decide your own part in this fight.

Origins

Before you can decide your future, you must first decide your past.

You may freely choose your gender, and all origins except for the Child of Light can decide on their age. But a child would not be a child if it were older, would it?

Drop-In:

You appear one day from nowhere in particular, with no past to aid you or hold you down. As an existence unknown to anyone and with nothing to your name but the letters assigned to it, it'll be up to you to get yourself a place in this world. Or perhaps you'd like to continue on lingering in the shadows. Your future is in your hands alone.

Lemurian:

Lemuria is your home. You were born and raised in this land of magic, and have witnessed both its wonders and dangers enough to differentiate which is which. Be it the forests or the plains, perhaps even the ocean floor, you know your home like the back of your hand. But life has become harder in recent years, as the Queen of Night took power and set loose her dark creatures on the world. Did you take flight, or wage a futile fight?

Child of Light:

It seems as if you had a special parentage. The Queen of Light herself was your mother, although she did not advertise that fact, dying when you were still too young to know. Your father, an Austrian Duke, raised you on his lonesome and with much love, and eventually decided to remarry. But as everything seemed well, on the evening of the marriage, you suddenly fell ill, and on the next morning you were dead. Yet this was not the end, and you awoke in a strange land that seemed as if it were out of a dream.

Usurper:

The explorers found this land and made it prosper. Their kingdom might have failed, but that does not mean Lemuria should be given to those common and weak tribes. As a descendant of Cynbel the Wise himself, it is for you to inherit. And with the Queen of Light gone, there is nothing holding you back. Some might disagree with your rule, but what do you care about the powerless masses? This world is yours to govern as you see fit, for now and forever.

Races

Your blood means only as much as you make of it.

Human:

The classic choice for humans everywhere. I believe you're very familiar with them already. They live outside of Lemuria, and thrive quite nicely, as London's great exhibition halls showcased very well just a few decades ago. But although miraculous inventions may entice, men here hold their cloaks tight in distrust, and most wander lost.

Aerostati:

A race very similar to humans, one might mistake the two, if not for their pointy ears. They make their home east of Mathildis Forest, in Greater Lemuria, and live upon the floating islands one can see everywhere, defying gravity through giant balloons. They are quite proficient in designing sky-faring structures, and all that time in the air serves to make them as agile as any cat.

Capilli:

The Capilli are a race of gnome-like people that can be found within Mathildis Forest, with even the tallest only reaching the height of a human child. They all keep long hair, and the men have beards that almost touch the ground. Combined with their rather fast aging, one might confuse a thirteen year old Capilli with a grown man. Curiously, they like to wear hats that might remind one of anglerfishes, off which hangs a string with a light at the end.

Bolmus Populi:

The Bolmus, or Populi, are a clan of talking and walking mice, standing as tall as any other. Notably, their culture is one of trade and commerce, in which every Bolmus participates with much enthusiasm. They do have the noses to sniff out opportunities, and the teeth to grasp deals, so to speak. As wandering traders, their city lies not on the ground, but on the back of the amiable giant Magna, who ferries them throughout Lemuria.

Piscean:

Bearing resemblance to fish, the Pisceans have green skin, a plant-like tail, long ears, and hair that reminds of sea flowers or corals. They live in the Flooded Lands, close to the Cynbel Sea. All of them can breathe underwater easily, and if they so wished, they could live in the ocean just as well as they do on land.

Kategida:

The Kategida are a clan of warriors protecting the starry skies and floating peaks of Lemuria, within their flying fortress crafted by the Aerostati. Possessing large bodies, thick fur, large horns, sharp claws, and a tail, they are the foremost soldiers in these lands. Striking with the might of Jupiter's lightning, there are few foes who cannot be cleaved in two by them. They

furthermore are blessed by inborn vigilance, as they have no need for sleep. Truly, there are no better fighters.

Golem:

Not all life is natural around here. Magic offers many possibilities, one of them being the creation of beings crafted from stone or metal. Often used as guards, they strike hard, and can take punishment that would destroy any fleshly being. Sadly, their weighty materials do make it quite cumbersome for them to move. But their magic allows them to regenerate most damage, and even if they are broken in pieces, they need only be reassembled again to fight once more. But do not confuse them with tools, for although they often lack experience, they are living beings in their own right.

Elemental:

Should a sorcerer seek a companion, they need not create one themselves. By reaching towards the ethereal plane, that everlasting morn filled with the dust of stars, they may summon an Elemental. As sparks of light called down from that place, they can shine brightly to banish the dark or blind enemies, slowly heal wounds, move or collect items, and fly towards far away places to explore or scout. Young Elementals always forget about their home, regaining that knowledge after some time, and may come off as naive due to knowing very little about the world.

Locations

A home, or only passing scenery?

Austria, 1895:

A small dukedom in the outside world, with its benevolent ruler governing a small land of five hills. It is here that the Queen of Light decided to settle down before dying an untimely death, and the place where Aurora shall die in a day. Yet unknown to all, another tragedy will soon befall the people living here, as a coming earthquake will unleash a raging flood, turning this region into a giant lake.

Lemuria:

A land of magic and monsters, adventure and danger. Hidden through spell, time flows strangely here, and visitors living hundreds of years apart in the outside might enter Lemuria at the same time. Which region of this vast land will you set foot on?

-Plains of Rambert:

In this long mountainous region, strong winds blow, and countless windmills can be seen embedded in the mountains. It is here that giants roam, the city of the Bolmus Populi upon one of them. The occasional flying pig may be seen as well.

-Mathildis Forest:

An ocean of wood as far as one can see, and monsters where one can't. Still, the majestic trees make for a great view. The Capilli have built their village near the northern edge of the forest, and a mysterious altar is hidden in the midst of the trees.

-Cliffs of Erin:

Sharp cliffs dot this otherwise desolate plain. But in the sky, ruins of an ancient floating city can be found. And in the south, near the sea, stands the Forgotten Tower rising high above the clouds. It is here that the Kategida are imprisoned in Erin's maze.

-Cynbel Sea:

A vast ocean, where pillars of stone rise up into the sky near the coast, and wandering islands might just blink at you. Beneath the waves, palaces of crystal and the ruins of a fallen kingdom wait to be explored.

-Greater Lemuria:

Thick forests and trees that rival mountains in height. Found here are ancient ruins predating the Queen of Light, and in the skies, one can see the floating homes of the Aerostati. Further north lies only mystery.

Perks

What is it that makes you special?

Perks are discounted for their origins, and discounted 100 CP purchases are free.

Drop-In

Surviving Fantasy (-100):

Survival in Earth's wilderness can be quite difficult, and that is even more so the case for Lemuria, especially now that Umbra's dark creatures roam freely. But you've got no trouble living anywhere. Through careful study of the flora and fauna, you are able to find food and shelter anywhere, and as long as you tread carefully, you will never end up in a beast's stomach. Sure, putting magic into that mix makes the whole process a bit more difficult, but that just means further study is required. As long as you don't end up in any environs where life is completely impossible, you'll at the very least be able to continue the fight for survival.

Taming The Wild (-200):

But who would be satisfied with mere survival? Man is supposed to conquer, and conquer you will. You have the skills to use nature to your advantage, no matter which strange lands you find yourself in. By ascertaining the abilities, natures, habits, and habitats of the beasts you encounter, you can use them to benefit yourself or circumvent them. If it is landbound critters bothering you, simply build into the sky, through balloons, the use of trees, or even a friendly giant or two. Should cataclysmic winds make your life difficult, you need only hollow out mountains and harness their power by dotting the landscape with windmills. No matter how dire the situation you find yourself in, you're able to work with what you have and what you don't to ensure not only survival, but long-term success for you and your people.

Secrets Of The Land (-400):

It is said that the explorers found the Secret of Ages within Lemuria, and that it granted them the power to prevail over nature and build vast kingdoms. But while you're not quite there yet, you do have a similarly useful talent. In line with the explorer's feats, whenever you step onto new ground, be it an island, continent, or even an entirely new world, you are able to pick up the powers that run deep there. Of course, this does require that said powers exist at all, and only grants you the potential. But if you venture forth to seek its hidden secrets, or find a willing teacher, you will find entirely new magics within your grasp, or stranger abilities still.

Hidden At The Heart (-600):

It seems like you found the secret, and proved its existence. Was it a mysterious magic, ancient knowledge, or simply the creative spark comes from having a different perspective? It doesn't matter. But the result certainly does. For you now have access to the very powers that the four explorers wielded long ago. You are able to shape beast and plant, part the oceans, fertilize

barren plains, and light mountains aflame. You could raise a crystal kingdom up from the ocean floor on your lonesome, create a vast labyrinth to confound the senses, or fashion constructs powered by everlasting lightning. Even shifting a continent through space and time would not be beyond you.

Lemurian

Lucrative Adventures (-100):

Which child doesn't like the idea of an adventure? Many an adult does as well. But the sad reality is that exploring dark caves oftentimes isn't sensible replacement for catching food and making coin. For others, that is. Because while you have certainly got a grip on the basics every adventurous youth should know, such as how to transverse dangerous terrain, spot traps and pitfalls, and more importantly, run away... you have mastered the one skill that truly counts: how to make running around aimlessly lucrative. No matter where you go, regardless of which abandoned crevice you stick your head into, treasures seem to practically throw themselves at you. Beasts that should have no business with such things carry powerful oculi, treasure chests were seemingly abandoned in the middle of nowhere, and why, just as you needed a weapon, you happened to stumble upon one in stone.

Braving Danger (-200):

Nowhere is it advised to be helpless, but while in the outside world a pocketful of change and a roof over the head might be enough, in Lemuria, some concrete skills are needed. And you certainly are no slouch in that department. Choose a specialty, it could be fighting with sword or claw, the use of a bow, but also a more primal focus on agility or strength. In your field, you are skilled enough to take on any number of common monsters and live, and even if you could not best the most powerful, you would be able to grant yourself the opportunity to retreat. With a bow, you would be able to fire volleys of arrows at large groups, target weak points with pinpoint precision, or shoot with such power as to pierce multiple foes. And a focus on agility would enable you to zip across the battlefield and strike with a flurry of blows, dodging blow after blow like the breeze, and doing acrobatics that would make any clown sigh in praise. You may purchase this perk multiple times.

The Lay Of The Land (-400):

While animals and creatures of magic certainly do pose much danger, more often than not, the very landscape itself seems to be against you. Treacherous pitfalls, steps on earth that crumbles beneath you, wind that threatens to see you become a corpse on impact, and most infuriatingly, unknowable and hidden places that conceal treasure from you. Such a state of affairs cannot be allowed. So you developed the skills required to deal with them. With but a glance at a landscape, you can mentally survey and categorize it, finding possible threats, such as unstable terrain or natural hiding places. You also see the lack of things, such as where the land might have been changed in the past, and places that do not seem quite right in some

minuscule detail, where the light seems somewhat off, the acoustics not quite right, and the vibrations of your feet oddly dampened. With your senses and a trained mind, be it mother nature or some rich bastards, if they want to hide their treasures from you, it'll be an uphill battle.

Sorcerous Prodigy (-600):

Magic can be found everywhere in Lemuria, in its plants, animals, environments and naturally, in its people as well. But only some use magic, whether to enhance their techniques or help in daily life, and fewer still are sorcerers, focusing entirely on their magical arsenal. And then there's you, a kind of talent rarely seen in the world. Even as a young child, you were able to master magic that normally takes others long years to learn, and you never stopped practicing. Now, most any spell is in your grasp, be it commanding the elements, summoning spirits and creatures, creating magical life, curing poisons and healing wounds, protecting you or others from harm, magical or physical, speeding up your allies and increasing their power, slowing down enemies, charming or putting them to sleep, freezing them in time, or even reversing their timeflow for very short timespans.

Furthermore, although your learning speed is certainly impressive, it even more so seems as if magic is just simply better in your hands than in those of your peers. Your spells strike harder and faster, last longer than they should, and you have enough mana to cast dozens of them whereas others would be spent after only a few. Is this the vigor of youth, I wonder?

Child of Light

Let's Go On An Adventure (-100):

In life, all ventures go easier with some help. Whether you want to defeat a great evil or just save your sick father, why would you burden yourself by going at it alone? There are no achievements for that, you know. But the world is benevolent, and takes half the decision out of your hands. No matter what you want to do, even if it is just getting some food, if it would be helped by some company, you'll find your way to them. And as fate would have it, for one reason or another, they'll be willing to tag along with you, be it to help further their own goals, help you, or because they're just bored. Why, fate is stranger still, as somehow, they'll be perfect to avert what harm might befall you. Is a fire dragon on in your path? Say hello to a water mage. And if you're hungry, you can bet that you'll find the best damn cook in the region. Of course, whether you desire a deeper relationship with them is up to you both, but the possibility for lifelong friendships and maybe something more is always waiting.

Light Up Their Hearts (-200):

Times have been hard ever since Umbra's shadow enveloped Lemuria. Vicious monsters roam everywhere, making it difficult to even survive, let alone gather food, and if anyone is unlucky enough to cross paths with the Queen of Night, they might find their life overturned in the blink

of an eye. Yet in this everlasting night, you're a brightly shining light. When they see you, people can't help but look up from the cold, hard ground and gaze towards better times. Just your presence can kick someone into motion, when they might've otherwise remained grieving in darkness for the rest of their lives. With your guidance, you can help others overcome depression, cowardice - and even lacking knowledge of four-line stanza rhymes. But not only can their pain be soothed and their flaws smoothed, you can lead them towards greater goals. Take a child whose entire village had been eaten by an ogre, and who has just been told that her parents died as well. Her sorrow could be cast away and transformed into righteous anger and determination to defeat the evil that was the source of the tragedy. Curiously, this is much more effective with music - a single song enough to wash away all the tears in the hearts of those who hear it, even your own.

Light Bearer (-400):

While many spells can be learned by any who are willing, there is some magic that has requirements beyond simple study. And through your mother's lineage, you possess the ability to use one of the most famous: Light magic. Known to have been used by the Queen of Light, this magic is supremely effective against dark creatures of all kinds, with only a weak shine being enough to instantly kill many of the less powerful. And by using spells to summon forth incandescently burning flashes, rays of starlight, and brightly shining spears, you can slay even the most powerful of evil creatures. But while light burns easily, melting armor and dispersing dark magics, it is also necessary for life to live. With gentle waves of sunlight, you can heal even the most grievous injuries shortly, and revive recently deceased allies.

Furthermore, your affinity for light has even attracted the stars in the sky, two of which have transformed into bright wings on your back. With them, you may soar into the sky and take your place between the stars, at a speed several times faster than you can run. One might think of you as a fairy with that look. You will also find other light-based abilities and magics much easier to learn and more powerful in your hands, as if attracted by one of the same kind.

Banishing Evil (-600):

The witch has been defeated, the land is free, the populace exulting. But what of the damage that has been done? Evil isn't known to be environmentally conscious, and sometimes, even if the cause of destruction is banished, their actions are too much for recovery, the crumbs left behind cursed to die a slow death. But thankfully, you are here. Whenever you best the evil plaguing the world, what havoc they have wrought shall be undone, to an extent at least. If you killed a giant spider, its vast net of webbery would crumble, and its offspring perish. And if you defeated a great demon who poisoned the land and blotted out the sky, the earth would be fertilized again and the light restored. But their victims would sadly not so easily return. Instead, you can be assured that those who survived will recover, and become greater than they were before. Even if it seemed all the good men died and hope is lost, some will always survive as long as you are involved, enough to keep the spirit of their people alive and rebuild all that was destroyed.

Usurper

To Right This Wrong (-100):

This world not being in the palm of your hand is a great travesty, and you'll do everything in your power to see it undone. But running into the fight and swinging your sword around are the actions of a child or a simpleton. No, you'll plan and bide your time until the perfect moment to strike arrives. You have the foresight to act for future victories far away, something not many of the masses are able to do, too busy vying for easy gratification. If you needed to, you could lie in wait for years, holding on for your enemies to show weakness, and strike with a viper's speed when they do. If your goals required it, you would be able to act as a paragon of virtue and fake love for a moronic duke, being the sweetest and fairest maiden he has ever seen, all in order to poison his child. Be it living as a beggar on the street or pretending insanity, you can don any number of masks to succeed. Those useless and weak fools everywhere, wallowing in mediocrity, will never be you. You will never stop reaching for your dreams, and if you need to get your hands dirty or make great sacrifices, you'll gladly pay those prices to succeed.

Cloaked In Night (-200):

Many focus on beauty or fashion, their faces glowing as they spend hours before a mirror and basking in the complements of others. But what of it? Even the most mesmerizing smile will not stop a sword from slashing it apart. That's why you're all too eager to sacrifice it if you'll get more power that way. With only a thought, you can shed your weak and frail skin to become something truly imposing. A vast leviathan, the master of the seas. A giant snake, racing lithely through the skies. Or maybe a royal dragon, with a feathered mane and agile wings, as breathtaking as it is powerful. The exact form you take is up to you. But it will let your power reach entirely new heights. Swords and spells shall break on your skin, and a single swing of your tail will be enough to rock even the mightiest of castles. All of your aspects will be enhanced at least tenfold, from your defence to your speed and magical power. Truly a stature fitting your majesty. Isn't striking terror into the hearts of people much better than just capturing them?

Dark Magic (-400):

To see your plans through, you will need power. And what can be more powerful than magic? Only a fool would play around with weapons when forces beyond mortal ken are free for the taking. But most magic is still weak, far too weak. So you turned to dark magic, and oh did it not disappoint you. Calling down destructive lightning to evaporate any material, summoning great clouds of poison to engulf even the largest castle, transforming entire villages into beasts or statues of stone with the wave of your hand, and creating vast hordes of dark creatures to engulf a continent, all these powers and more you have grasped. And in your hands, even normally weak magic can be made strong. Modified by you, easily extinguished spells of fire can burn wood and stone alike, lazy gouts of water become streams that slice skin like a knife slices butter, magic that cures poison creates ailments that stubbornly resist treatment, and useless

spirits turn into frenzied monsters fit for your armies. In the end, it is not the spell that matters, but the one casting it, and none can be said to wield destruction like you do.

I Shall Prevail (-600):

Making Lemuria yours no easy thing. If it were, any fool in those barbaric tribes dotting the land would have managed to do it long ago. But you are not just anybody. By your birthright, you are destined to rule, and the world seems to agree with you. When in your quest of conquest you reach an obstacle that cannot be resolved by you, there will always be an opportunity for you to bypass it. Should a cursed foe overpower and banish you, then you might come upon them years later, defenceless and unaware. And if the child of your rival is the only thing standing between you and victory, protected by a spell you cannot bypass, you will be given a chance to disable it. But these are only opportunities, as ethereal as they are short-lived. If you aren't able to kill your enemy even when you are unknown to them, if you cannot defeat the child even without their magical protection, then you will have truly failed. But while others might be incompetent, surely you aren't so weak as to squander those possibilities given to you. Right?

General

Hymn Of Light (free):

This beautiful landscape deserves some musical accompaniment, does it not? If you wish, you'll always hear some songs in the back of your head to keep you going. Uplifting tunes when your spirits are high, calm and soothing notes for somber times, and even some latin choirs to make your heart pump when fighting giant dragons. Why, the variety doesn't seem to have an end!

A Neverending Poem (free):

The reason Lemuria seems like a land out of a fairy tale is not just because of the magic. You see, people here all speak in rhyme. It would be terribly embarrassing to not be able to keep up, would it not? So now, you are able to say anything you want so it rhymes and actually sounds good as well. Be it the ballad form, sonnets, or any other form of verse, you know them all, and are able to communicate through each and every one of them without any loss of information or having to use unnecessary filler.

No Time For Sleep (-100):

Has the warrior nature of the Kategida rubbed off on you? While you might not possess their fighting skills, like them, you have no need for sleep, able to keep watch all day and night for those that would threaten Lemuria. Still, if you overexert yourself, you will need to rest, and should you want some peace and quiet, you can decide to dream once more.

Mercantile As A Mouse (-100):

It looks like the Bolmus Populi aren't the only expert traders around here. You've got the same kind of business talent as them, able to sniff out profits from miles away and the ability to

figuratively bite out chunks of gold from people with your one-sided deals, although you might lack the appendages the Populi believe necessary for that. Still, it is astounding how you seem able to make coins from anything at all. To turn what seems like scrap metal into ornate jewellery with some gilded words or to sell it to the local giants as costly food, and trade an apple for its weight in gold by keeping all the people you meet and their needs in your mind, your feats might not be believed if they are told.

All About Timing (-200):

Many can fight with sword and bow, or cast spells with nature's might. But you have trained a more exquisite skill. With perfect knowledge of timing, and the ability to read the actions of your opponents like a book, you always realize the perfect moment to strike in such a way as to mess with the attacks of your enemies. You can disturb your foes's flow so that they will never be able to fight you with their full power. Naturally, this is reliant on your knowledge of which abilities an enemy has in their arsenal and what they are about to do. You can always be surprised if they have kept some of their tricks in secret. But with perfect knowledge of their capabilities, and as long as they do not eclipse you in power spectacularly, they will have to fight you without being allowed to attack even once, as your strikes always find them just as they are about to unleash their own. What an infuriating style!

A Nasty Surprise (-200):

In a fight against monsters, who would dare to fight fair? Sometimes, one strike can mean the difference between life and death. It is good, then, that you will always be the one to deal the first blow. You've got a combination of patience, sneaking skills, and knowledge of how to use the environment to your advantage that means unless you run at your prey straight on through an open field like some moron, you'll be able to give them a friendly stab in the back. Even the tiniest grass can hide a body the opponent isn't looking for, and you are able to exploit the natural tendencies of people and patterns in areas they survey to run circles around them even when they really should've seen you by now. Of course, magical senses and spells to unveil you can put a damper on those plans, but hey, at least you didn't get ambushed yourself. But for all others? You'll surely get the drop on them.

Never Outnumbered (-300):

To learn how to fight, practicing against a single sparring partner is well and good. But in reality, the world is rarely nice enough to pit you against only one enemy. More often than not, you'll find yourself outnumbered. But to someone with your skill, that doesn't matter as much as it would to others. You are able to advance any of your abilities to a level where they fare against groups as well as they do against just one. One arrow unleashed could with training become dozens, a single strike might in the future cleave all in your sight apart at once, and a spell to summon lightning could be modified to charr the whole battlefield. Naturally, more mundane attacks might need to be supplemented with a more magical approach to make them work, but you'll find yourself able to pick up those skills rather quickly. And as such abilities are stronger than their predecessors, they would need to either be cast for a longer period of time, or require more mana or strength to unleash, with the increased cost rising as their area of effect does.

But to defeat masses of monsters on your lonesome with a single spell or strike, those drawbacks aren't much to pay.

Crystallised Magic (-300):

While magic is in the earth and the sky in Lemuria, it can also be found in more concrete forms. Called oculi, these gems might have absorbed magical power, or perhaps they are simply its crystallization. Equipping these stones, one can enjoy a wide variety of effects, ranging from increased speed to strengthened physical or magical power, heightened vitality or mana, the ability to strike with the power of the elements, or a resistance to their effects. Even more complicated boons exist, such as oculi that allow one to grow stronger more quickly, grant increases of strength in various conditions, or even revive one after death.

The curious thing is that those skilled in the craft can combine oculi. Combining several of the same type can improve the effect it grants, and merging multiple different ones can create entirely new results. And this knowledge is now yours as well. But going even further, you are able to create entirely new oculi, ones neither found in the wild nor able to be crafted through combination, and enhance the power of oculi past their normal limits. Possible through the concentration and direction of magical power in complicated ways, your imagination is the only limit in this craft.

Items

Standard Gear (free):

You've got a set of durable and comfortable clothes, a weapon of your choice, and enough food and water to last you for a week stashed away in a bag. It's not much, but certainly better than nothing.

Magic Utensil (-100):

While magic can be cast with nothing but your will, there are benefits to using an implement. It can make spells easier to cast, reducing the mana cost and mental burden, and also making them just a bit more powerful. Also, they can be stylish as hell. You can choose any one reasonable item to act as your spellcasting aid. It could be a pipe whose smoke turns into magic, a harp that forms spells through music, or maybe something like a ring or a sword to simply act as an amplifier when they are on your body.

Sword Of Mathildis (-100):

A fairytale wouldn't be complete without a magic sword, right? And now you've got one of your own. It doesn't possess any flashy enhancements, but sometimes less is more, as the saying goes. The sword is completely indestructible, and its blade will never rust or dull, capable of splitting even the thickest of trees apart with only little power. Furthermore, it adapts itself to its owner, changing size, appearance, build, weight, and balance to perfectly fit them, such that even a child could wield a blade the size of her own body with deadly accuracy. Although having it be pulled out of stone isn't mandatory, it would certainly enhance its flair.

Potions Galore (-200):

While healing magic exists, it is too rare to rely on those who know it, and there are no spells to recover mana anywhere to be found. That is why potions are precious goods, helpful in both battles and everyday life. And with this purchase, you will have them aplenty. Each week, a few dozen of them will appear in a location of your decision. Ones to recover health or mana by half or by full, ones that do both at the same time, ones to replenish even stranger resources, such as the light of an Elemental, and even ones to revive fallen comrades. But also potions to temporarily increase your attack power, defence, or speed, and decrease those same aspects of your enemies, or ones that make your spellcasting immune to disruption from any source. You'll get enough of these and other varieties to last you more than long enough if you don't go throwing them down a ravine or something like that. With an arsenal like that, you could fight simply by chugging them down and throwing them into the faces of your foes. Truly, money is a potent power.

A Castle In The Clouds (-200):

In Lemuria, life is not restricted to the ground. There are many who live in the sky, on islands artificially kept there through balloons or ones that float by magic. Even the grand castle of the Queen of Light stands imposingly in the air. Why, it looked so good that now you got one too!

While the exact appearance of the castle is up to you, it'll be big enough to easily accommodate thousands, and many more in the surrounding gardens and fields, with enough land to live totally independent of the rest of the world. A little secluded realm all your own, emanating a radiance that makes one think that this is a place beyond pretty mortal concerns. And it doesn't actually have to fly, you know. It could be built upon a flying island, but also on a tall mountain reaching high into the clouds, or maybe on a gargantuan tree. Either way, from here, you'll be able to look down on the world.

The Power Of Stars (-300):

Celestial objects are somewhat more earthly here than elsewhere, you'll find. The sun and the moon can be stolen, and if you search carefully, you can see stardust flying around here and there. Which certainly isn't something to complain about, because absorbing it can grant great power. Depending on the type, these traces of starry power can permanently increase various aspects of yourself, such as vitality, mana, strength, magical power, speed, agility, or defence. It looks like the stars gaze fondly upon you, because if you take the time to search for them, you'll find many specks of stardust, both here and in other worlds. If a normal human used them all, they would be able to become enhanced several times over in all aspects. Because the strength they grant is fixed (in the stars, perhaps), you might see more grounded effects, but with this blessing you are guaranteed to grow ever further towards the heavens. Should you decide to be generous, you could also just collect them for others to grow stronger.

Spring Of Lethe (-300):

There are many natural sources of power to be found in Lemuria by those who would seek them, but the Water of Lethe is one of the most miraculous. Springs providing this mysterious water can only be found in some immensely deep cave systems, but the effort to find them very much pays off. Beyond tasting simply delicious, its magical properties allow it to break any spell or curse, and reverse any transformation affecting those who imbibe it. Great care is advised, as beneficial and harmful magic alike will be washed away. Furthermore, gazing deep into the water can show one their heart's desire. Be it seeing the situation of a dear parent in another world, seeking treasures, or simply spying on people like some voyeurist, the water's gleam will show you visions of what you crave. With you now is one of these springs, large enough to nourish an entire village if you wanted to. You can either place it somewhere in the world, or let it remain in your warehouse.

Spell Of Protection (-400):

A fake crown lies upon your brow. Perhaps given by a doting father, it may yet become real in the future, although for now its only apparent use seems to be making people mistake you for a prince or princess. But when you are in mortal danger, its true use will show. Carved into its metal is a spell of protection capable of defending you from even the strongest of magics and the sharpest of swords alike. But this protection comes at a condition: it will only exist as long as the one who gave you the crown with love is alive. In this jump, it might be a parent, a dear friend, or a lover. In future jumps, if they did not go with you, you will be able to choose anew for whom this should apply to.

Companions

Companion Import (-100):

Life would be incredibly dull without company, would it not? For 100 CP you can bring up to eight of your companions with you, each of them gaining an origin and 500 CP to spend on perks or items, but unable to take any drawbacks.

Canon Companion (-100):

Did you find some new friends here? If so, you just need to pay 100 CP, and they'll be able to follow you into other worlds and new adventures. Can be purchased as often as you like.

Elemental Friend (-100):

You sure are bright, my friend. Quite literally, because it seems you've become acquainted with an Elemental. Freshly summoned from the ethereal plane, this incandescent spark shining in any colour of the rainbow is young and has a lot to learn. But it has a bright mind (hah) and can occasionally be surprisingly sarcastic. It is eager to help you, and its light may heal your wounds, banish the dark, and blind the eyes of occasional evildoers. They're also quite useful for gathering far away items, or getting to the top of that shelf you're just a bit too short to reach.

Travelling Giant (-100):

While there are quite a few monsters of a big variety to be found here, from overgrown wildlife to ogres, this colossus surpasses them all, both in actual size and in goodness of heart. Towering as high as any mountain, they are a gentle giant made up of earth and stone who has decided they want some company on their lonely travels. On their shoulders you can see that a great city has been built, only lacking people to populate it. With the streams running all over their body, the vegetation growing upon their skin, and the protection of one such as them, surely the people living there could become successful traders, or perhaps a popular tourist spot. Maybe you would do them a favour and find those willing to live here?

Drawbacks

Out Of Tune (+100):

In a place of poems, hymns, and rhymes, you have been cursed with a most troublesome affliction: you cannot speak in verse. Oh, you know most of the structures, but there are always some words that just don't fit the scheme. But don't worry, people will correct you. Every. Single. Time. And don't try being silent either, as it seems like you've become quite talkative. But don't fret, after, oh, let's say ten years or so, I'm sure you'll learn the trick.

Character Flaw (+100):

Heroes don't all start out perfect. Far from it, in fact. There's always some fatal flaw to overcome, some part of themselves they have to beat. And since you might not have one, you have been graciously gifted a character deficit. Don't worry, you can steer your own destiny and pick one yourself. A harsh case of cowardice, moping melancholy that is quite annoying to be around, an obsessive focus on revenge for one thing or another, maybe even some anger issues. Really, there's a lot to choose from, humanity can't seem to run out of defects.

Quest Locked (+100):

When you're not fighting, Lemuria is quite beautiful. A great place to go on a vacation, really. Enchanting sights, a variety of people, and ancient kingdoms to explore. What a shame it is then that your time here is already booked. Choose either the Queen of Night, the Child of Light, or yourself. Your ten years here will be entirely spent either saving or conquering Lemuria, by helping either the former or the latter respectively, or doing it yourself. Even if it would normally only take a short while for the outcome to be decided, the fight will now go on and on and on, and you won't even have a lick of free time. But hey, at least it's for a good cause, right?

And The Company You Keep... (+200):

Fate really is unpredictable. You were just going about your usual business when you met someone you thought lost. Perhaps it is a family member who is supposed to be far away, a long dead friend, or even a companion who once left you. Don't think too much about why they're here, they do have a very logical explanation. It is a great thing to meet them again, someone who you trust so deeply. Certainly something to be celebrated! But all your trust and love will end up misplaced. The truth is that they have always despised you, a weak and pathetic thing, and only kept up the facade to work towards their masterplan, a goal you completely and utterly disagree with. Will you be able to see past their mask in time? Unless lesser schemers, their act is perfect, impenetrable to you who believes them so wholeheartedly. Maybe your friends will realize something in time, or maybe the knife in your back will find you unprepared. Either way, only one of you will end up alive when all is said and done.

Race To The Death (+200):

The world is unfair, is it not? Evil prospers while the good die young. Out of nowhere, one of your companions has been poisoned and is teetering at the edge of death, barely hanging on.

But you will not let it stand! In the one year they have left to live, you'll have to scale mountains, cross rivers, descend into the sea, and fly high into the sky to find the one way to save them. Monsters may block your way, and problems one after another might tempt you to stray off the correct path, but you must succeed. The consequence of your failure would be too much for your companion to bear, and lead to their final death. But if you persevere day after day and never stop to rest, no obstacle will be too much for you.

Hopeless Love (+200):

Love, oh love, what a wonderful thing. Well, for you at least. Your target of affection sadly doesn't seem to agree. Even though you're head over heels for who you think is the love of your life, no matter what you do, she doesn't even look at you. You tried serenades, letters, flowers, and emulating her hobbies, but to no avail. So you decided to go on a grand quest to prove your worth to her! You slayed the beast, saved the people, found the treasure, yet it was all for naught once more. Well, this just means you need to go even bigger! Whether these grand displays will change anything at all is dubious at best, but at least you're enthusiastic. Who knows, if you defeated Umbra, she might change her mind. At the end of the jump, if you did manage to woo her, you'll be able to take her with you as a companion free of charge.

A Bitter Future (+300):

Instead of stepping foot on this land on the cusp of a battle to be fought, your time here will start after it has long been decided. Either a new Queen of Light reigns over a united and revitalized Lemuria, far more powerful than her mother and with the entire continent ready to aid her, or the Queen of Night is the lone sovereign, having made vast progress in her dark magics and with a number of dark creatures at her side that boggle the mind. And your objective is to defeat one of them. Light will face dark, and vice versa. Drop-Ins and Lemurians may decide their enemy for themselves. If at the end of the jump even one person still believes in the Queen of Light, or a single dark creature still remains, your chain will end. But don't worry about seeking your targets out. They will all take the fight to you.

Light, And Only Light (+300):

Men exploring forgotten continents, witches fighting destiny to reclaim their birthright, children beating dragons and saving the world. Wouldn't all these stories and more not be exceedingly boring if each of them had overwhelming power from the start of their tales? In order to make things more interesting, everything you have gained before this jump will be taken from you temporarily, to be returned at a later date. So try to rise up once again in these short years, and show that you do not need your past glories to be exceptional.

Like Out Of A Fairytale (+300):

Fairytales are known for many things: magic, talking animals, surprisingly horrifying life lessons... and witches and stepmothers and other evil women who seem to defeat themselves time after time. While you might not necessarily be female, you sure do fit the rest of the mold. When you can reach your goals the easy or the hard way, you will always choose the hardest, and when you have to decide whether to be evil or good, you will always act unnecessarily

terrible, even if it makes your life that much harder. And if you have the choice between killing your enemies through your supreme magical might or transforming into a giant, cumbersome snake and trying to beat them to death with a tail that's way too large and slow to hit anything? You better believe that you're gonna become a snake every goddamn time.

The End

Continue Onwards:

It has been nice, but why would you settle down now? There's still much to see and do.

Stay Here:

You've travelled for long enough. This land will be where you'll make a home to last.

Homeward Bound:

Magic, monsters, and marvels, you've seen enough of them. Back to your roots it is.

Notes

With the Child of Light origin, you can either choose to be a sibling to Aurora, or go to an alternate version of the setting where you are the only child of the Queen.

Child of Light is a great game, but also an unfinished one. There was a whole lot of story cut from the game, there were supposed to be multiple endings, and there are all the Confessions you can collect that are story hooks which will never lead anywhere because we'll never get a sequel. So when you have a question not answered in the jump, the most likely answer is that more information simply doesn't exist.

If anyone feels like they can make a Child of Light jump entirely in rhyme, feel free to replace this one, because I'd like to see it very much.

The magical power rankings are: Hidden At The Heart >>> Dark Magic > Sorcerous Prodigy > Light Bearer

The lower the power, the more talent/avenues of growth you get at for that particular kind of magic, so it's a matter of power right now vs future prospects.

Light Bearer: If you want to, you can hide your wings, dissolving them back into starlight temporarily.

Spell Of Protection: It can protect against somebody like Umbra with no problems, and you would be safe from magic on the level of the explorers as well. But it's not gonna hold up against somebody who can destroy a planet, for example.

With Light Bearer and Cloaked In Night, you will instead be able to transform into creatures of light, like phoenixes, lightning birds, giant light elementals, or light dragons.

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