



**Story/Intro:** Long ago, in the Forbidden Lands, people worshiped a god named Dormin. Eventually, as is usually the case, a new religion came into power and the people developed a disdain towards their would-be god. People came to the consensus that Dormin was an evil being, no doubt that his horns didn't help with that. As a result he was imprisoned in a shrine where his essence was split into sixteen entities known as colossi. You are here to slay those beings and absorb their/his essence so that his statue shackles can finally shatter, and so that you may be the vessel for his return. You are, however, not doing this for free. Your trespass here has granted you power. Read the following descriptions then distribute your 1,000CP (choice points).

**Where Am I:** You're now in the Forbidden Lands. Unless you brought someone here with you, which you can do for 50CP per individual, you're the only person here for the moment. The terrain varies from location to location. Roll 1d8 to find out where you will awake, or pay 50CP to choose.

1. **F4, Shrine of Worship** – A massive structure located near the center of the Forbidden Lands. Dormin and sixteen gigantic idols reside inside.
2. **G7, Green Cape** – A moderately small area in the far southeastern Forbidden Lands. The lands here are mostly flat, but there are a lot of fruit trees and white-tailed lizards to be found if you know where to look.
3. **C5, Arch Bridge Plain** – A rather unremarkable area located southwest of the Western Cape and southeast of the Blasted Lands.
4. **H6, Eastern Bluff** – Many white-tailed lizards can be found along these steep cliffs. There is a big hawk in this area that if you're lucky, you might hitch a ride on.
5. **B5, Western Cape** – Overlooking the southern seas you will undoubtedly be taken back by the impressive view. Little else can be found here.
6. **D2, Stone Arch Gorge** – Dimly lit passages located in the northwest section of the Forbidden Lands. You can get to a few choice areas from here.
7. **Your Choice** – What are the chances? You can pick from any of the locations listed.
8. **E3, Ravine Entrance & Round Stone Hill** – A large area near the central Forbidden Lands. Actually made up of small hills and uneven rocky terrain this area becomes more barren and flat the further you head northwest.



**Who Am I:** You are you. You stay the same age and gender you were previously unless you feel the need to change that for some reason. Changing either will cost you 50CP per change. Your race is ultimately unimportant here as it's very unlikely that you'll meet anyone besides Dormin, and a disembodied voice is hardly in any place to judge you, but you can gain an additional human form for 50CP if you so choose to do so. Upon leaving this world you can switch to this form whenever.

**Abilities:** Things to help you along.

**Agro Circus (100CP)** – When it comes to riding animals you're a natural. You can quickly form bonds with animals that you ride and take care of regularly.

**Nickname (100CP)** – Much like the colossi you will be given cool nicknames during your travels. Such names will garner you fame or infamy depending on your actions.

**Mighty Wander (100CP)** – Your stamina is now raised to near peak human levels. Your grip with your separate hands is now just as good as if you were using both. Using both hands doesn't improve your grip anymore than using one.

**Reminiscence Mode (100CP)** – By touching the corpse of your enemy you may now fight them again. You will gain no benefits from doing so and you don't need to worry about permanently dying if you lose the fight awaking seconds later from a daze as if nothing happened.

**Roar of the Earth (200CP)** – You gain your very own OST. Its quality is superb and always seems to fit the mood. Only you can hear it and you have the ability to turn it on or off on a whim.

**Shadow Creatures (200CP)** – By taking evil into yourself and or expelling magic into a form you may create humanoid beings of shadow to do your bidding. The more magic or evil you're willing to put into them the more lifelike they will appear, the stronger they will become, and the more intelligent they will be. They will all have varying levels of possession, strength, and the ability to become incorporeal. They're completely loyal to you.

**Stalwart Wander (200CP)** – You're supernaturally healthy. You can effectively heal from most wounds that a human could heal from in less than an hour. Falling from considerable heights will now only hurt you a third of what it should. Your chance of dying from falling is also drastically reduced.

**HD Remake (200CP)** – Everything just looks better. This will amplify any effect that could be conveyed by looking upon you. You may choose to have this affect the appearance of things outside of this world on a kind of on/off switch.

**Aerial Dance (300CP)** – Your aim is impeccable. Bows, spears, and other weapons used at a distance all have a much greater chance of hitting their target even if you're initially unfamiliar on exactly how to use them properly. Not superhumanly accurate but some might think so.

**Corruption (300CP)** – By taking evil into yourself you and those you corrupt with this ability by giving them a fraction of your taint will become all around more powerful. The more evil you or those you corrupt have in them the more it will show. The stronger someone is the more evil they can tolerate inside of themselves but you can only do so much for your soul.

**Resistance (300CP)** – Taking this will allow your mind to be as a fortress. Even a godlike being will not be able to get inside your head while you still live. Multiple or exceptional beings of similar power assaulting you mentally will cause your resistance to falter and fail. You may choose who or what you let get into your mind at any given time otherwise.

**Viral Marketing (300CP)** – Grand stories will be told of your presence and actions in the worlds you travel to. Whether you live up to your tales of renown or dismiss them are up to you. Again, your level of fame or infamy depends on your actions but this will help speed things along significantly.

**Guilt (600CP)** – You may now instill profound guilt in others. The more justified this is the greater the result. This could be used to persuade someone that's attacking you to stop, cause that stranger that bumped into you to apologize, or something more creative. This ability resonates best with those that adhere to a righteous moral creed or code. This will not be as effective on those that do not.

**Ungodly Soul (600CP)** – By taking evil into yourself you may gain an alternative form similar to that of a small colossus. You will only gain the ability to use this form after defeating all of the colossi in this world. Your power will start off at a very similar level to Dormin's newly awakened form but has a near unlimited growth potential if you're willing to make the appropriate sacrifices.

**Sealing Spell (600CP)** – Using magic, a designated area, and a holy catalyst you may seal or banish an evil away at the cost of your catalyst. The more powerful the catalyst the greater the chance that the evil will be destroyed and not just sealed away for a period of time. Powerful beings may resist being sealed but few can withstand the power of this ritual outright.

**Forbidden (600CP)** – You may designate an area the size of or multiple smaller areas equal to the size of the unaltered Forbidden Lands as taboo. These areas will have an unnatural feel about them to those that you wish and only the foolish or overly brave will ever seek these places out. If you mark so much of an area that you can no longer mark anymore you can unmark a designated area and do so somewhere else at half strength. Renews for every world you travel to and can be moved indefinitely with no penalty when you finally settle down.

**Starting Items:** Awakening from your daze you see a figure hovering above you and you notice items strung about. Looking closer you find...

**A Horse** – A trusty steed to carry you around. General design is largely up to you.

**A Map** – A map of the Forbidden Lands. Try to keep it tucked away somewhere.

**An Ancient Sword** – A sword that appears to be unremarkable. It glows faintly.

**A Bow** – A bow with no quiver. To fire arrows from this bow all you need to do is desire an arrow and one will appear between your fingers ready to be fired. All ranged weapons act like this.

**A Set of Clothes** – A set of Wander's clothes fitted to you. Surprisingly resilient to most forms of damage.

**A Sack of Rations** – A couple days worth of dried meat, fruit, and water. This land is not really fit to support much wildlife or edible vegetation so don't lose these.

**Items:** Some are acquirable without purchase but they'll not work as they would had you bought them here.

**Whistling Arrow (50CP)** – An arrow that produces a loud whistling sound when in flight. Enemies will be drawn to the noise and to where it lands.

**Sword of the Sun (50CP)** – A sword capable of gathering and dispelling light in complete darkness.

**Fruit of the Dead (50CP)** – A fruit that poisons whomever consumes it. This dreadful fruit will decrease the stamina and health of anyone who eats it drastically and semi-permanently.

**Harpoon of Thunder (100CP)** – What this spear lacks in flash it makes up with in flare. Able to pierce the hide of a colossus it can easily pierce an armored man with just a little bit of force applied after being thrown.

**Cloth of Desperation (100CP)** – A cloak that forms into a rugged parachute when you're in danger of falling to your death or being injured by falling.

**Lizard Detection Stone (100CP)** – A stone shaped like a lizard. This useful stone allows for lizards and stamina boosting white-tailed lizards to show up on your map if there are any in your immediate area.

**Fruit Tree Map (200CP)** – A Map marked with the location of every health boosting fruit tree in the Forbidden Lands.

**Cloak of Force (200CP)** – A cloak that boosts the amount of damage you inflict slightly while worn.

**Shaman's Mask (200CP)** – A magically imbued mask that will decrease the damage you take rather impressively while worn.

**Flash Arrow (300CP)** – An arrow that explodes with enough force to blow several men into pieces. It can even take a reasonable chunk out of a colossus without hitting a vital.

**Mask of Strength (300CP)** – A mask that boosts the amount of damage you inflict moderately while worn.

**Shaman's Cloak (300CP)** – As the Shaman's Mask, but in the form of a cloak. If both items are worn a glancing blow from a colossus will generally do no life threatening damage.

**Eye of the Colossus (400CP)** – A small stone shaped like an eye of a colossus. Activating this stone will allow you to see through the eyes/perspective of another that you can see and doesn't stop working until deactivated.

**Mask of Power (400CP)** – A mask that boosts the amount of damage you inflict greatly while worn.

**Queen's Sword (400CP)** – A sword so magically imbued that one or two stabs to a colossus's major vitals can fell even the strongest of them.

**Cloak of Deception (500CP)** – Wearing this cloak will make you invisible to most things but it doesn't make you silent. The cloak itself is only invisible while worn.

**Mask of the Titans (500CP)** – A mask that boost the amount of damage you inflict profoundly while worn.

**The Last Guardian (600CP)** – During your time here you will happen upon a creature resembling a griffin. He is shy, playful, and appears to be following you at a distance. He is larger than some of the colossi and smaller than others. This creature could become a great ally and a true colossus in size if you play your cards right

**Drawbacks:** You can take as many as you want. If you would receive more than 600CP, reduce that amount to 600CP.

**Wander and the Colossus (+0CP)** – Wander has traveled to this land with his dead lover Mono, his horse Agro, and an Ancient Sword in hopes of making a deal with Dormin so that Mono may be resurrected. Taking this essentially makes the canonical events of the game unfold. Wander won't take kindly to you meddling in his quest. If you slay a colossus he will have no choice but to try and kill you. If Wander succeeds in his quest you fail and are sent home with everything you've acquired before entering this world.

**Unknown Tracks (+100CP)** – You always seem to get lost when trying to find the colossi. You also seem to have lost your map. If you bought the Fruit Tree Map you lose that as well.

**Slippery Ride (+100CP)** – Horses have a mind of their own. Your horse now acts pretty much feral.

**Guardian Unleashed (+100CP)** – Out of the corner of your eye you'll sometimes see a humanoid shadow watching you. You'll never be able to confront it directly.

**Valley of the Fallen (+200CP)** – Every colossus is now doubled in size. Their domains increase in size to accommodate them.

**Remake (+200CP)** – Slaying them once wasn't enough for you? Fine. You now get to do it all over again and gain no benefits from doing so the second time around.

**Climber (Cannot be taken with Valley Wanderer.) (+200CP)** – Super strength leaping? Wings? Magic? Doesn't matter. The only way you're going up is by climbing.

**Path of Gravestones (+300CP)** – Every colossus is now three times faster, stronger, and more durable than before.

**Valley Wanderer (Cannot be taken with Climber.) (+300CP)** – You're human. The only boons you have are the ones you bought here. This also affects companions.

**The Original Forty-Eight (+300CP)** – The thirty-two other colossi have arisen from their slumber. They'll be waiting.

**Colossus of the Colossus (+600CP)** – Did you know that the tallest colossus, Malus, is roughly sixty meters tall and that the longest colossus, Phalanx, is roughly three times as long as Malus is tall? Taking this allows for every colossus to grow a hundred times larger than their current form. Their strength, speed, durability, and power all grow with their size. Colossi that can shoot electricity will now cause serious damage to the area around them and Hydrus will destroy almost anything that gets near it just by being alive. Their domains increase in size to accommodate them.

**The Ending:** You've slain the poor innocent creatures here that just wanted to be left alone. Good job. Now what will you do?

**Stay:** You choose to stay? So be it. There are more lands than just these ones to explore.

**Go Home:** Whatever your reason you've decided that enough is enough. Your tale ends here.

**Move On:** You're not done adventuring just yet. The wounds you've dealt to this land will never heal.

**Notes:** Info for those unknowing.

1. Yes, all you have to do to get to the ending bits is kill all the colossi.
2. If you choose to stay Dormin will leave your body and ascend into his true form leaving you as you were when you first arrived here.
3. To take evil into yourself you must slay a being and choose to absorb its taint while having either Shadow Creatures, Corruption, or Ungodly Soul. This gives you a pseudo-cleansing ability. If you choose to do this others will only notice your taint if they can detect evil or if you chose Corruption, which incase the taint will become noticeable in all of your forms. Shapeshifting could hide this to a point.
4. Your horse is effectively immortal and incredibly resilient to damage to the point that colossi and gravity will do very little to this creature. Your WAREHOUSE has a one horse stable added on to it with replenishing supplies that it will need if you want to take your horse with you upon living this world.
5. Nearly all items obtained for free or purchased are extremely durable and could easily survive a direct hit from a colossus.
6. The Ancient Sword, Sword of the Sun, and the Queen's Sword all have the following abilities: The ability to show you the path to great evil, the ability to show vitals on great evils, and the ability to weaponize reflected light in such a way as to vanquish darkness and lesser evil entities.
7. All ranged weapon munitions can be manifested unfired up to a factor of a hundred before you can no longer manifest anymore. You can manifest them indefinitely so long as they're used appropriately or if the ones already manifested are destroyed.
8. If you successfully befriend The Last Guardian your WAREHOUSE will have a section added onto it with an area large enough to comfortably accommodate him. The area will have replenishing resources, which he will undoubtedly require. Just to clarify that he is not an actual colossus and such is a living thing and requires the same things any living thing needs to live.
9. For every colossus you kill you will become slightly stronger and more able to not tire out or fall to grievous wounds.
10. If something seems like it can be exploited it probably can.
11. If it seems like something is it probably is.
12. Use your imagination.
13. Wanking helps.