

Sea of Thieves



The Sea of Thieves Jump

By HOnSide

Surrounded on all sides by a shroud of cursed waters lay a sea. Filled with mystery and treasure, many are drawn to it, though only a few ever make it here alive, and those that do will find themselves in waters too split off from civilisation to ever know true order. This sea is known as the Sea of Thieves, and now, you too find yourself here, in waters ripe for plunder and profit. In this lawless place, what you do next is up to you and you alone, but first, take +1000 CP to fuel your endeavours. If you want anything more than this, you'll have to plunder it yourself.

Locations

You begin this jump in an outpost within a specific region. Roll 1d4 to determine the region you arrive in from the list below, or pay 50 CP to choose the region and outpost yourself.

- 1. The Shores of Plenty. A tropical region of white sand, lush palms, and bright sun. The merchant alliance is particularly prolific in its trades here.*
- 2. The Ancient Isles. A jungle region filled with old ruins, cave systems, and forgotten hideaways. Its many buried ruins are a prime source of buried treasure for the gold hoarders.*
- 3. The Wilds. Rocky and clouded, this region is one that has seen much conflict, filled with the still remaining fortifications of days past. Even more than in other regions, this one is saturated with still walking dead whose secrets are of particular interest to the order of souls.*
- 4. The Devil's Roar. The fiercest region in the Sea of Thieves short of the unsailable devil's shroud itself, these volcanic waters are exceedingly unsafe. Any land found here is rendered unsteady by the geological activity and will regularly produce geysers of building steam that can send men flying with their force, and the volcanic eruptions run hot enough to send the seawater boiling, a danger to any sailors present.*

Origins

You're a traveller and, presumably, a pirate on the Sea of Thieves. Your age, gender and other such details are of little concern to the waves, and so you may choose them freely.

Rogue (Drop-In)

You wake up slumped over across the table of a drinking hole. No one knows how you got there, or who you are, and neither do you. But what does that matter? The high seas won't care about your past, and without any old grudges to hold you back, you're well positioned to make use of your freedom.

Treasure Seeker

What else are pirates for? You seek gold and gems, pure unfiltered wealth. If that means delving into the deepest, most dangerous tombs, or raiding fortresses of skeletons, then why hesitate? You need not be associated with the Gold Hoarders, but you're likely to find many like-minded souls there to cooperate with, and can choose to start as part of that organisation.

Trader

This sea may be filled with dishonest outlaws, but there are plenty of folk willing to pay honest gold for a trader's wares. That is where you excel, a merchant seeking profit by shipping wares and working markets. You have chosen to leave aside mystical secrets and buried temples and make your way through more straightforward means, either as part of the Merchant's Alliance or through independent tradework.

Mystic

There's some truly strange things in these waters, arts and secrets long forgotten. Who would pass up such mystery? Sure, gold and trading wares may get you the resources to pursue this occult curiosity, but they aren't what you're here for, you're here to seek out the truth behind curses and resurrection. Many of those like you are part of the Order of Souls, where occult secrets flow much more freely, and you may choose to start as a part of that same organisation.

Reaper

Most here would call themselves pirates, and make no mistake, they'll often steal and kill in a heartbeat, but you? You're a true pirate. You don't shy away from conflict with other ships, and you'll pursue any kind of wealth you can get your hands on. There are few tougher and more ruthless than your kind upon the seas. You might be an established outlaw under the banner of the Reaper's Bones or a more standalone sort of scoundrel.

Perks

Perks listed as part of your chosen origin are discounted to half price. 100 CP perks for the chosen origin are free.

General Perks

Part of the Crew (Free)

You know the basics of working on a ship as its crewmate or captain, and can perform passably at all its basic roles. You know how to navigate, how to pilot the ship itself, how to aim and use a cannon, and how to perform impromptu fixes if something ends up damaged. You're no great terror of the sea with just this, storms, beasts and enemy ships can still get to you, but it's a start, good enough to feasibly work a small ship like a sloop all on you lonesome, if not all that easily.

Basic Hygiene (Free)

While the state of sailors around this time may not be quite as grave as some stories may suggest, there are still certain modern comforts you may find yourself lacking. Even without a personal hygiene regime of any kind, you have the same kind of high dental health, lack of sickness, and lack of unpleasant odour you would normally have if you took the actions of a modern day member of civilisation.

Sailor (100 CP)

You have a real talent for ship navigation. Saying you could thread your ship through the eye of a needle might be an exaggeration, but you can get pretty close, able to maneuver between obstacles with only a hair-thin margin even on particularly choppy waves. You are able to easily acquaint yourself with just about any sort of vehicle with only a little practice, and this level of skill is enough that you could probably pilot a brigantine singelhandedly. You could even do the same for a galleon, though at that point you may end up getting a little imprecise and be left with little time for other tasks beyond sailing.

Cannoneer (100 CP)

You're a veritable savant with a cannon, an artiste of gunpowder. You have a tremendous knack for the trajectories, able to reliably line up successful shots against ships on the edge of your effective range while taking account for the current movement of both ships, and even possible upcoming changes in movement, to an extent. You can also use a cannon with mechanical efficiency, loading it about as quickly as humanly possible without missing a beat. This skillset will extend to just about any form of artillery weapon, from a ballista to a mortar to a laser cannon emplacement.

Shipwright (100 CP)

You're a dab hand with planks and nails. You can make watertight ship repairs rapidly, even without someone else to steady the plank while you hammer it in, and can do this even while your ship is shaking from new impacts. On your own, you could actively fix holes in a ship as fast as they appear in an active naval battle, even while finding a little time in between to bail out some of the water. And if you can get some actual downtime for shipwork, you could buff out all the scratches and improvised repairs to make a heavily damaged ship look brand new, or even better than before, singlehandedly applying new paintwork patterns, hand-carved figureheads, and other such aesthetic improvements.

Origin Perks

Rogue

Make Friends (100 CP)

It's not called the 'Sea of Friends', but it's still filled with interesting characters to drink, talk and make merry with, even if you're doing a bit of theft on the side too. You have an affable, roguish character that

can make people much more friendly with you. Not only can you get the more serious types to stop being quite so wound up and spend time having some actual fun, but people are much less likely to hold a grudge against you for impersonal conflicts. If you ran into the guy whose ship you recently sank and plundered, he'd probably still be willing to share a grog and talk about how fun the fight you just had was. Of course, you could just as easily turn this roguish persona to different ends, as you also have a real knack for pissing people off and being generally smug, annoying and/or infuriating when you intend to be. Whether you're trying to make friends or rivals, you're all but certain to leave a memorable impression.

Layabout (200 CP)

Everybody has their part to play on a successful voyage. Some manage the wheel and the sails, some do repairs and keep the ship floating, and some... sleep, drink, fish and play music? When you're part of a crew, or another kind of team or workforce, you'll find they don't really mind you slacking off. Sure, you might get the occasional sigh or eye-roll, but it never reduces their opinion of you in the long run. Of course, they'd probably still start liking you better if you at least occasionally got up and helped out, especially in emergencies.

Acrobat (400 CP)

You're pretty impressive when it comes to getting around. Your exceptional sense of balance and ability to control your movements means that beyond being able to sprint full bore across the water-soaked planks of a ship amidst a stormy, bumpy sea, you can also do things like walk at a decent pace across a harpoon line between two battling ships (and maybe dodge a cannonball on the way), clamber up and down a crow's nest ladder while taking active part in a fire-fight, or dance across the railing of a ship while fending someone off with your cutlass. Effectively, your acrobatic skill is not only through the roof, but never interferes with your ability to do other things simultaneously, like read a book or fight someone.

As an interesting aside, you have some extra abilities that might leave others scratching their heads. You can easily fit yourself into most normally sized cannons and safely fire yourself from them unassisted, doing so also significantly reduces the amount of damage you'd take from a fall until the next time you land, and if you fall into water deeper than half your own height, you won't take any form of injury from it at all, even if you were moving at slightly above terminal velocity.

Pirate Legend (600 CP)

Won't take you long to become a legend, at this rate. Not only do you learn most skills quite easily, learning about three times as fast as you previously did, but your reputation spreads like wildfire. Once you start applying those skills to help out the various factions in the sea, you can be sure they'll take notice, giving you plenty of opportunities to climb the ladder with all of them. Doing work for a faction and improving your reputation in this way, be it as an independent contractor or actual member also tends to get you extra benefits. The more a given organisation likes you, the more likely they'll be to provide you with lucrative opportunities and helpful resources both. Any positive reputation you have also spreads beyond the bounds of whatever faction you work with, such that as your reputation grows, other factions that might be interested in hiring or recruiting someone of your skills become much more likely to approach you for it. Curiously, this does nothing to increase the chance that a given faction will approach you if they hold ill intent or offer work you would be opposed to or uninterested in.

Treasure Seeker

Appraisal (100 CP)

You have an eye for treasure. When you open up the hold of a sunken ship or get into a buried vault, a single glance will suffice to tell you which items in there are most valuable, and you can always give a decent estimate for the monetary worth of a given object.

Archaeological (200 CP)

All those wonderful riches are hardly likely to just be left in the open, so you've developed a few skills to get to these treasures. You are quite perceptive when it comes to any form of mechanism or puzzle, not only able to spot them but also much quicker to work out how they function. If that proves to be insufficient though, you also have a knack for more blunt approaches. You have a good understanding of excavation, enough to know how to burrow your way into a subterranean chamber without collapsing it and properly reinforce any tunnels you make to prevent their collapse, and your pace with such things is highly enhanced, enough that you could dig out a short tunnel single handedly in only a few hours.

Vault Ship (400 CP)

If you find yourself needing to transport your many treasures, wouldn't you rather do so as securely as possible? The greater the amount of treasure on your ship or other vehicle, the better it operates. This improves its speed, makes it more resilient to both wear and tear and deliberate damage, and even alters the winds around its area to be more favourable. Only one or two chests of gold will get you a minor, barely noticeable effect, but greater amounts will lead to greater effects such that a ship absolutely laden with gold will be some three times as fast and tough as normal and having equal amounts of luck with the local winds. Larger ships require proportionally larger amounts of wealth to reach the full effects of this perk. And conversely, something small like a rowboat might be made twice as swift from a single treasure chest.

For the purposes of this perk, treasure refers to any form of valuable item, but precious metals and gemstones, especially those crafted into fine shapes like vases, have their value multiplied for this purpose.

Flesh is Weak, Gold is Strong (600 CP)

Gold Hoarders, Gold Skeletons, and even the Gold Hoarder himself, there are many in the Sea ravaged by a particular curse sourced in the mythical shores of gold and spread the significant amounts of cursed gold circulating the Sea. And now, you have a more controlled strain of this curse. When desired, you may cause significant stretches of your body to be covered in what appears to be gold. When you do, your entire body, not just the golden segments, take on much greater durability, not just that of mundane gold but something more on par with fine steel, only enhanced further by any other increases to durability you have. This power isn't perfect though. Its first weakness is that it does much less to reduce the impact of fire and heat. Their damage is still reduced, but can much more easily pass through your damage resistance. And its second, more prominent weakness is water. Unlike conventional gold, that produced by this curse can rust, and does so rapidly when doused in water. Parts of you that are rusted over suffer from difficulty moving and are much less resistant to damage. A blade or blunt impact still won't do much to affect it, but a shot from a firearm could tear into it with about the same effectiveness as on a regular person. This rust will flake off and vanish after about a minute, but while at least a quarter of your body is rusted over, you cannot disable this power.

Merchant

Mutually Beneficial (100 CP)

It wouldn't make much sense becoming a trader if you couldn't talk anyone into trading with you, so you've made sure to become very convincing. You know just how to talk other people into dealing and parleying with you, and you'll find others to be much more amenable to that sort of thing. This is no guarantee that you can convince an opposing pirate ship into simply sharing the treasure you're both hunting, but you're more likely to pull it off than others. If there's an opportunity to turn a situation towards a trade, alliance, or bribe, you're the person to make that happen.

Navigator (200 CP)

Trading between the various posts can be a demanding task. Fortunately, you're a skilled navigator. You're highly skilled at finding the most effective route between point a and b, can easily revise these routes should you encounter new variables, such as a hostile ship between you and your destination, and have an unerring sense of direction, and can keep track of and memorise almost any number of variables present in the environment. You could make a killing charting maps, and even if a storm sends your ship veering, your compass spinning and your sightlines into oblivion, you could still stay the course you'd planned without much difficulty. Of course, you could keep track of other things in the same way. If you noticed a ship vanishing behind an island, you could determine based on but a glimpse of its speed and direction roughly where and when it should reappear. And you could deduce that a ship that isn't reappearing when it should might be trying to hide from view for an ambush. This skill isn't limited to ships of course, so you could effortlessly navigate just about any environment you've mapped out, and keep track of the various others moving through it and where they might be quite easily.

Trade Wares (400 CP)

When you load your wares (or really, any kind of item) onto a ship or other vehicle, you find that it has much more space for such things, and can carry much more without becoming more challenging to move around in or being noticeably weighed down. Somehow, you can fit about five times the expected amount into a single transport in this way. Unless you're sitting on a spectacular supply, you shouldn't need multiple trips to get any of your trade wares from point A to point B. Nor are you likely to face struggles finding places to load the various treasures and supplies you collect onto your ship.

Grand Alliance (600 CP)

The Sea of Thieves isn't what one would normally think of as a place of commerce and trade. Certainly, there are precious tradewares abound, but those who would pay fairly for them seem like they might be more challenging to find around here, and those who would try to raid traders and shipments for their own profit are common. And yet, the Merchant Alliance has spread to every corner of the Sea of Thieves, making great profits as a united front. Now, you too could set up an organisation like this, having several distinct advantages to make it happen. You have the organisational and logistical skill to oversee an organisation of almost arbitrary size. Larger organisations may start to demand delegation, but you could remain at the head of such a thing managing it even at those sizes, always having a clear idea of any problems cropping up in your company's structure and having a detailed understanding of how to resolve such issues. Secondly, your communications and deliveries to anyone who works beneath you are much more effective. Any means of communication you use on such parties, from carrier bird mail to telepathic

messages, are both faster, more robust, more efficient and more reliable. A carrier bird would somehow be able to take mail to and from the other side of the Sea within a day with much less chance of being waylaid or lost, a telepathic message could reach further with more clarity, and so on. This extends even to voyages made under your banner, as long as they are exclusively used to deliver goods and messages, allowing such voyages to be faster and safer.

Mystic

Scholar of Curiosities (100 CP)

The Sea of Thieves is filled with mysteries and curiosities, and while you may not yet have your hands on them, you certainly know of them. You have extensive theoretical knowledge on the various forms of supernatural phenomena and cryptic mysteries present in the Sea. This knowledge isn't truly perfect. For one, it covers both true and false legends, and doesn't offer a reliable way to tell them apart, so while you might still identify a particular story as seeming more or less reliable, you won't perfectly know which tall tales are and aren't true. For another, this knowledge doesn't cover history unless it's particularly well-reported. You'll know things like facts about the biology of a kraken, or the operation of a particular curse, but you won't know of every instance of a kraken attack or every person to ever carry a particular curse, only ones that are already well documented and able to be learned of with a little research. Any knowledge gained from this perk is purely theoretical, granting no mystical abilities, but might still be useable as a springboard into occult practices, for instance, if there's a ritual that anyone can use should they understand how.

In future jumps, this knowledge base expands to cover any new supernatural information present in future jumps.

Eyes of Ink (200 CP)

Among the Order of Souls, foremost cabal of mystics in the Sea of Thieves, it is tradition to consume kraken's ink, granting sight beyond this world, as well as resulting in a distinct appearance of black eyes that weep ink. It is clear that you have partaken, as your sight is now permanently opened to things beyond the veil. You can perceive spirits and other invisible beings, and magic reveals itself to your eyes. In this world, this will allow you to keep track of phantoms even when they vanish from the view of others, or spot skeletons even through walls, as well as, with some practice, identify what sort of curses someone is under, but in future worlds, this will allow you to detect other invisible creatures as well (assuming that invisibility is unnatural in some way, and not just the product of technology or conventional biology), peer into adjacent ghostly realms, assuming any exist, and perceive magical and other supernatural energies and effects, even learning to identify more specific properties they hold. You can toggle this expanded perception on and off at will, or filter out specific parts of it.

As an additional benefit, while most kraken ink users have their eyes' appearance changed permanently by the process, you can choose to have your eyes become solid black, weep everflowing ink, both, or neither, toggling these factors at will. The ink produced in this way typically vanishes shortly after emerging, so there's no need to worry about long term stains.

Part of the Ship (400 CP)

No surprise that a mystical captain would learn some mystical navigation tricks. You know a ritual to link yourself to a ship or other vehicle. This allows you to perceive and exert control over the ship from anywhere on it. When you are so connected to the ship, you can see, hear and perform basic tasks as if you were present anywhere else on it, letting you turn the wheel or lower and raise the sails even while you are down in the lower deck. This does come with a few flaws though. For one, it doesn't make you aware of anything beyond the confines of the ship through your extended sight and hearing. You could tell whether the sails are down or not, but not whether you're about to approach a rock. You can still use your actual sight to guide your phantom motions, though. You can also only interact with the ship through this power in one way at a time, though your physical body could still be doing something else. If your mystical influence is working the wheel of the ship, you can't also have it aim the cannons, but you can still work the cannons yourself. The ritual itself only takes a few minutes and some chalk circles, but you can only be bound to a single vessel at a time. Bind yourself to a new one, and the old connection disappears.

Secrets of the Order (600 CP)

You are privy to some of the secret rituals and forces that flow across the Sea of Thieves. The first thing you learn is a ritual that uses the skull of a dead individual to reveal their memories. Normally, such memories can only be garnered from the skulls of those who have been cursed, but you are able to perform this feat on anything that leaves a corpse behind. This ritual is an exceptional way to learn more about the secrets and events present in the Sea, and elsewhere, but the second skill you develop is perhaps even more significant. You also learn to use some of the magical craftsmanship utilized in the sea, allowing you to produce magical objects like those used here. It's also worth noting that much of the magic here is bound into curses, and that cursing objects or creating new cursed objects wholesale will form something of a specialty for you. Already, you know relatively cheap methods to recreate the cursed cannonballs found around here, and can use a mermaid gem and some coral to produce a trident of dark tides. In time, you may learn to produce relics on par with the Shroudbreaker. Though you know some recipes in advance, this form of craftsmanship isn't limited to recreating things found in the sea of thieves, and with new and interesting resources, you may learn to not just replicate sea of thieves items with other resources, but to craft entirely new artifacts of your own design.

Reaper

Guts and Glory (100 CP)

You can't become a fierce warlord if you shy away from every conflict. You're fearless. You can still assess situations logically to determine whether or not something is a good idea, but your fear will never drive you away from doing what needs to be done, and you won't panic in an emergency, still able to stride boldly across a battlefield even while bullets fly.

Ashen Heart (200 CP)

You burn with an inner flame that cannot be extinguished. You are greatly resistant to flame and heat. Laying in a vast bonfire would leave you unharmed, being neck deep in boiling water is no worse than a comfortable bath, and even being struck by a hurled mass of lava from a volcano wouldn't do much to scorch you, though the blunt impact would remain a concern. It would take a powerful supernatural flame or being partially submerged in magma to start actually affecting you, and even then, a few seconds of having a limb buried in magma would only leave you scalded enough to hurt, but still let you walk it off.

This inner flame doesn't just protect you from outside heat though. You can channel a few sparks from your flame into your attacks to set them alight. A bullet would catch its target on flame for a few seconds, and a cutlass strike might burn through whatever it strikes and leave it smouldering after. If you have stranger forms of attack, such as, say, producing a powerful shockwave, you could channel the embers into those too, turning them into more fiery variants.

Those with this ashen affliction typically manifest the inner fire in their appearance, resulting in glowing flame and ashen surfaces covering them. You can toggle any aspect of this appearance change on and off as desired, however.

Challenger (400 CP)

There will be those who take offense to the presence of a dread pirate such as yourself. Let them come, you say. Whenever you want, you can enter a state in which you emit a tremendous presence. While you do this, your location becomes eminently obvious. Those who hold ill intent towards you will know where to find you as long as they are within a few miles of you, and those who you are approaching will know you are coming equally far in advance. This presence isn't perfectly precise up close, meaning that while enemies will know you are present, they may not know your exact position, leaving stealth and ambushes possible, but far more challenging. Of course, this isn't without benefits. Not only is the sense of presence that alerts others to you a dreadful thing that invokes fear and terror in those who sense you, leaving the weak-willed shaking in their boots and sick with fear, but while this state is active, you will be stronger, faster, tougher, slightly luckier, and above all else, more skilled. You will make long-distance shots with ease one after the other, pilot your ship with awe inspiring precision, defeat several of those normally your equal in a battle of cutlasses, and so on. By the time it's over, they'll all know your name and tremble. Any vehicle you are on or in is also made tougher, faster and more able to inflict damage on others in this state.

Although entering this state is instant, leaving it will take a few minutes.

Lordship (600 CP)

You are dead yet deathless, taking on the skeletal curse that many on the Sea have taken on. Of course, your strong will and sense of self have ensured that you're no mere skeletal grunt, but one of the Skeleton Lords. You are unaging, and exceptionally strong and tough, able to take a dozen cannonballs to the chest and keep going, though it'll be far from painless, and to punch straight through solid wood. You can sink into the ground and reappear elsewhere nearby, and occasionally emit a powerful shockwave which damages and knocks back everything in your vicinity. Sinking into the floor is technically possible anywhere, but much easier on soft or porous surfaces like dirt.

As you may not wish to spend the rest of your existence as a skeleton, you conveniently retain your mortal flesh, while still gaining all the benefits of this perk. If desired, though, you can cause any and all parts of your body to become skeletal, for intimidation or otherwise. It's also worth noting that the toughness of being a skeleton lord doesn't perfectly translate to your flesh, so a heavy impact like getting hit in the chest by a cannonball may still tear away the flesh and leave only your ribcage behind, though you can survive just fine as long as your skeleton itself remains intact, and the flesh will heal perfectly at whatever rate you normally do.

If you also have the Ashen Heart perk, you'll become something closer to an Ashen Lord. In addition to your other abilities, you can now learn to express the sparks of your inner flame directly instead of infusing them into other attacks. At first this will only allow you to breath the flames out in a spread, but in time, you could learn to propel yourself with the flames into a distant lunge, summon an ash cloud to reduce visibility and prevent others from tracking the spread of your flames, and at the pinnacle, even call up a cloud of ashes which rains down chunks of flaming stone like some strange hybrid of a storm and volcanic eruption.

Items

Items listed as part of your chosen origin are discounted to half price. 100 CP items for the chosen origin are free.

General Items

Weapons (Free / 50 CP)

Between the skeletons, sharks, sirens and scoundrels, just about anyone planning to sail the Sea of Thieves is likely to need a weapon at some point. So here's a selection! You can pick any two weapons to gain for free, and may purchase any weapon you didn't take for an additional 50 CP.

Your first choice is the trustworthy cutlass. You may also take another similar melee weapon, such as the lighter rapiers or bulkier heavy swords some pirates are fond of using. In any case, it's a sharp-edged melee weapon which has the benefit of not being reliant on ammunition to function.

Your second choice is the flintlock. This weapon is a well-rounded choice for a ranged weapon. It is more precise than a blunderbuss and faster and easier to use up close than an eye of reach, though it doesn't hit quite as hard as either.

Your third choice is the blunderbuss. At extremely close ranges, this weapon can deal a great deal of damage in a single shot, but it is unwieldy and challenging to use at even moderate ranges.

Your fourth choice is the eye of reach. This rifle is built to allow exceptionally long ranges for its shot and is equipped with a scope to help the user track enemies at such ranges. It can deal significant damage with one of its shots. It can be challenging to use at close ranges, however.

Your fifth choice is the double barrel pistol. Though slightly less wieldy than an ordinary flintlock, this pistol has the added benefit of being able to load two bullets at once, able to fire them one after the other or, if primed, both at once.

Your sixth choice are the throwing knives. The primary benefit to carrying this belt of up to five throwing knives is their versatility, as they are able to be used as a means of both melee and ranged combat. These knives are well-weighted for throwing and somehow always land bladefirst into their targets, but they can

still be quite challenging to use compared to many other weapons, as they lack a ranged advantage in melee combat and demand a certain amount of precision both in throwing and stabbing attacks.

This option also comes with a weapons cabinet which, when properly secured to a wall for at least 24 hours, becomes capable of storing any number of handheld weapons you can fit through the opening, and an ammo crate which, when left in roughly the same place for at least 24 hours, can produce refills for any form of standard non-supernatural ammunition for whatever weapon you are holding, including producing new throwing weapons to compensate for those you've expended, though it will only produce ammunition enough to fill one magazine or five shots per weapon, whichever is greater.

Tools of the Trade (Free)

You are granted a mostly mundane set of all the equipment you might need to make it across these waters. A compass, shovel, lantern, spyglass, pocket watch, tankard, and fishing rod, as well as one instrument of your choice. You also gain two items with extra effects. The first is the bucket, which is somehow capable of holding enough water at once to noticeably influence the water levels in the hold of an entire ship, and can scoop up water well enough to leave not even a drop on the floor, assuming all of it fits. The second is a speaking trumpet, which can amplify your voice such that a ship quite some distance away could hear you speaking at a normal volume, while somehow also ensuring those standing nearer aren't deafened by it. If held in reverse, it can somehow turn normal speech into a faint whisper.

Chartering License (Free / 100 CP)

You might not have a ship of your own yet, but to afford one during your stay in the Sea of Thieves, you'd probably need to go sailing, which you can't do without a ship. This license will help solve that conundrum. By taking this license to an outpost, they'll be able to charter you a ship, even if logic dictates they wouldn't have any on hand. Ships chartered using this license won't cost you anything to use up front. Instead, you'll have to pay for its use with 10 percent of the money you earn through its use. You'll also have to pay for any damages the ship incurs during use, though the price for such repairs will always be very favourable, and in the event the ship sinks, you'll be expected to pay back an amount equal to half the ship's value. If you have an outstanding debt from a destroyed ship, you won't be permitted to charter a new one.

In this jump, you are able to charter mundane versions of the same types of sloops, brigantines and galleons normally used in the Sea of Thieves. In future jumps, you will always be able to charter these types of ships as well, but for an additional 100 CP, you can also charter any examples of commonly used vehicles in that area, from cars to spaceships.

Hunter's Fishing Rod (100 CP)

This fishing rod is a fine tool, holding some benefits over a conventional fishing rod. Firstly, its line is unusually solid, able to stand up to more tension and scaling slightly with more powerful fish. It's not yet enough to hold back a shark, but it can reel in most normal fish. If the line is ever broken, it will also immediately restore itself, vanishing the previous line, bobber and hook and producing a new set that is once more attached to the rod. Finally, the rod is simply unusually tempting to any fish nearby, enough that you'll be likely to get a catch about two times as fast as normal as fish are faster to approach and bite.

As part of this purchase, you will also be provided with a blue Bait Crate, which has a store of leeches, grubs and earthworms. This bait restores at a rate steady enough that five men could use it at the same time without ever running out, and while closed it is mercifully prevented from letting out the smell of its contents, a clear blessing to any who know what a pile of grubs smells like.

Pirate Outfits (100 CP)

Because really, they're all pirate outfits when you wear them. This chest is filled to the brim with various outfits of styles you'd enjoy, more than could normally fit its confines, some with slightly supernatural appearances like bits of heatless flame that never go out. It comes with a supply of eyepatches, peg-legs for either leg, and hooks for either hand, also in various appearances. The peg legs and hooks can be mounted over a limb even if you haven't actually lost it, and surprisingly produce almost no loss of function over a normal limb in any situation were it would make even a semblance of sense that a hook or peg-leg could be used instead, allowing for uninhibited riflework and acrobatics. Other outfits stored in this chest will also gain matching eyepatches, peg-legs and hooks if you want them.

Captaincy (100 CP | 300 CP | 600 CP)

If you're going to be on these seas for long, chances are you're going to want a ship of your own to set sail with.

For 100 CP you get a sloop. She might not be the grandest the Sea has to offer, but she'll do the trick. A single mast ship, with one cannon on each side, it has the advantage of being manageable by only one or two people, and by purchasing it for CP, you get some extra benefits. It has an appearance of your choice, whether you want a kraken blood-soaked hunting vessel or a finely gilded trading ship. It comes with storage barrels for food, cannonballs, and wooden planks, which will automatically replenish up to a certain minimum whenever you dock at a port, outpost, or similar point of civilization, and the food barrel in particular will also preserve any foods placed within to remain unspoiled indefinitely. Finally, while its sails are down, the ship is somehow capable of remaining in motion even when the winds are still or against it, albeit at a lesser rate than it would move with more favourable winds.

Perhaps you're looking for a more imposing method of getting around, or you just need a ship that can carry a larger crew. For 300 CP, you gain a brigantine instead. In addition to gaining all the same additional benefits as the sloop, it comes with two masts for greater speed, two cannons on each side, and a roomier interior. The minimums to which it refills with resources at an outpost are also greater. In exchange however, it does lack a bit of the maneuverability of a sloop.

But of course, you might also be looking for a true flagship. The imposing galleon, priced at 600 CP, once again has the same benefits as the sloop and brigantine, with even larger amounts of refilling resources, but it is also a truly impressive ship in its own right, able to reach very high speeds with its three masts, possessing four cannons on each side, and having a significant amount of space, even having two different lower decks. This great bulk does once more impact its manoeuvrability, however.

Relics and Treasures

Normally, several of these relics would have a limited reserve of power, which, once drained, could not be replenished, preventing their further use. Those purchased here will replenish any such reserves automatically, fast enough to return from empty to full in an hour.

Trident of Dark Tides (200 CP)

More of a staff than a trident, but it can certainly bring dark tides. This siren artefact is a length of coral that can be used to fire watery spheres after charging its power. At its swiftest charge it will fire a swift-moving bolt, with potency comparable to a gunshot, and it can produce such projectiles at a rate faster than any flintlock. Charging it for longer grows the projectile, which upon releasing it will cause it to move slower, but also make it more potently damaging and causes the projectile to burst with a much more explosive force, causing its damage to spread over a wider area. At its highest charge, it will produce a very slow-moving but powerful projectile whose radius is on par with a firebomb.

Ashen Winds Skull (200 CP)

This charred skull, once the skull of an ashen lord, has several holes in it revealing itself to be filled with glowing orange crystals. A simple act of will causes its mouth to spread open, at which point a great gout of flame will pour forth from it. Straightforward and useful, the skull can burn enemies, their ships, and many other obstacles in your path.

The Horn of Fair Winds (200 CP)

This seashell is an extremely versatile tool, able to be blown like a horn to produce a gale of wind that can be turned to various ends. The strong winds it produces can be blown into a ship's sails to propel it rapidly, blown backwards to generate thrust while you are in water, push downwards to slow a fall, blow out fires, and so on. Its abilities are ostensibly simple, but can be applied in many ways.

Enchanted Lantern (300 CP)

This mysterious lantern is shaped like an hourglass and lit with a white-blue flame, which casts a light that resembles the patterns of light filtered through ocean waves. When this lantern is held aloft, its light reveals the ghosts of the past. This means that it will leave tracks, like ghostly foot- and handprints which indicate what a deceased person had interacted with shortly before they died, and it will also show ghostly images of the deceased moments before their death and anyone else who was around for their demise. By whispering the name of a dead individual to it, it can instead attune to them specifically, showing only images related to them and being able to show much more of their movements. This can let you follow the entire timeline of a person's life, moving their image backwards and forwards to perceive their previous actions, but it will only work if you state their name in an area they'd previously been to before their death.

In addition to specifically highlighting the images of the dead, the light of the lantern can also reveal other ghostly or ethereal forces hidden away from normal eyes.

Skull of Siren Song (300 CP)

This blue-tinged merfolk skull shares some similarities with the Ashen Winds Skull, but is still clearly a very different sort of relic. Much like the Ashen Winds Skull, willing this skull to activate while you are

holding it will cause it to emit a blast from its mouth, this time not one of fire, but instead sonic shockwaves. These vibrations deal impressive amounts of damage to both creatures and structures within their range, and can, to a certain extent, vibrate through surfaces to damage even what lay behind them. What's more, the skull is quite cursed, but this particular skull's curse loses much of its bite, now working only in your favour. When you are upon solid ground, it is able to spawn groups of coral-coated skeletons that will defend you. These skeletons are not particularly powerful combatants, but can still serve admirably as a delay tactic or distraction against more powerful opponents, and might suffice to take out weaker ones. When, instead of being on solid ground, you are on a vessel of some kind, you can instead flare the curse to unleash a wave of weight that slows the ship you are on and puts it somewhat off balance, which could potentially be useful during boarding actions.

The Shroudbreaker (300 CP)

This mysterious golden idol is a Shroudbreaker, a rare type of relic used to traverse the devil's shroud which not only inhibits travel in and out of the Sea of Thieves but also contains certain islands of its own, like the fabled Shores of Gold. The idol emits an aura that causes the shroud, and in the case of your specific idol, any other negative regional effect, to recede and take no effect in a large area around it, large enough to cover an entire ship and a little more. This aura will keep away any large-scale unnatural effect, allowing the holder of the Shroudbreaker to traverse cursed waters like the Devil's Shroud, move through fae mists that disorient travelers without getting lost, move through a shifting labyrinth without it moving around them, and so on. Even if a curse or malevolent influence were to be cast across all of reality, the shroudbreaker would offer safety from it. It can only serve to keep out ambient effects though, so a deliberate curse cast on a single target would still pass it.

Origin Items

Rogue

Rogue's Fun and Games (100 CP)

You gain one of two items, each coming with a special benefit.

The first is an instrument of your choice. Typically, this would be a hurdy-gurdy, drum, concertina or banjo, but any instrument is fine, as long as it's handheld and doesn't rely on any advanced technologies. A flute or fiddle is no problem, but a keytar or pipe organ is non-viable. You always know how to play this instrument with at least basic proficiency, and if anyone else in the vicinity has an instrument they know how to use, they'll be able to join in with your playing even if they wouldn't normally know how the song goes. Songs played with this instrument involved are invigorating and help promote camaraderie between friendly parties.

The second item is a set of things to play games with. A deck of cards, and several dice, some six-sided and some of them more unconventional types used only in specific types of games. The box these are stored in can be opened from both sides, and appears identical on both sides. When opened from one side, the cards are insulated from both manipulation and cheating, supernatural or otherwise, guaranteeing a fair game where even factors like luck are equalised. When opened from the other side, these protections are absent,

and instead, you can choose to influence the result of dice rolls and determine the order of deck shuffling in a way that is unnoticeable by mundane means.

For another 100 CP (Free for the Rogue origin), you gain both of these items. If you have another instrument or gaming set you'd like to import these items into, you may do so, granting those items the benefit of these ones.

Chainshot and Scattershot (200 CP)

These two alternative munitions for your cannons are often used in naval combat on the Sea of Thieves, to great effect.

The first type of cannonball is the chainshot, a cannonball divided into two halves with a chain attaching them. Once fired from a cannon, the halves will separate, sending them spinning around the central chain. Should this projectile collide with a beam, such as the mast of a ship, they will cling around it and crush inwards, dealing significant amounts of damage to it. The fact that this projectile features a length of chain also means that while it spins through the air, it covers quite a wide area, requiring relatively little precision to strike a mast with it compared to a normal cannonball.

The second type of cannonball is the scattershot, a bundle of small cannonballs secured together with a loose net. Once fired from a cannon, the net will come undone, sending four smaller cannonballs hurtling forth. These smaller cannonballs are rather imprecise and somewhat short-ranged due to their scattering, but if you can hit many of them simultaneously, the multitude of holes created will require a lot of repairwork to fix, leaving the crew of the enemy ship under significant time pressure.

You will gain a supply of 20 of these cannonballs each, and they will recover each time you visit an outpost or other non-hostile settled area.

Chest of a Thousand Groggs (400 CP)

Despite the seemingly whimsical nature of this treasure, it has evidently developed a certain loyalty to you. You are now the true master of a Chest of a Thousand Groggs, a cursed treasure which always emits the muffled sound of rowdy partying, as though a whole crowd of merry-makers were trapped within. Despite the name, this chest can produce an endless amount of not only various kinds of the pirate's grog often partaken of in these parts, but also any other form of alcohol you've encountered before, though any alcohols with supernatural effects will lack them when produced by the chest. The produced alcohol will never have long term ill effects, inflicting no alcohol poisoning, liver damage, and leaves you without a hangover, even should you get truly blackout drunk. Though the treasure is supposedly cursed, the curse acts only in defence of you, as any attacker that comes within the chest's range (wide enough to cover an entire galleon, but little more) will find themselves slowly becoming more and more intoxicated, until it caps out with them stumbling and nauseous. This effect only applies to those who are actively attacking you or your allies, or who you have deliberately designated as targets. Oh, and you can muffle the sound of partying the chest produces to be inaudible beyond its confines whenever you'd like.

Traveler's Fortune (600 CP)

By producing a particular tune of your choice, be it with an instrument or by humming or whistling, while you are within any settled area, you can open a passage to a particular tavern. By default, this tavern is attended only by its ghostly bartender, but you can grant anyone else you desire the ability to access the tavern by producing the same tune, simply by thinking of them and granting them permission, though you'll need to let them know you've granted them this permission. They'll access the same tavern, even if they enter from a completely different location, allowing you to meet up. When someone leaves the tavern again, they'll reappear wherever they entered, but by deliberately walking out together with someone else, you can choose to leave the tavern along with them to the location they entered instead.

Treasure Seeker

Hoarder's Shovel and Compass (100 CP)

You gain one of two items, each coming with a special benefit.

The first item is a shovel. The benefit of the shovel is simple, as it is able to move large amounts of earth with relatively little effort, allowing you to dig up an item buried several feet beneath the earth in less than a minute, or bury something at the same speed. Of course, this property still works even when you aren't digging up anything in particular. In addition, whenever you bury something using the shovel, you may automatically produce a simple map of the local area with a single 'X' to denote the location of what you buried, making it easier for you or others to find it again later.

The second item is a compass. In addition to functioning reliably even in strange magnetic conditions like storms, this compass is able to be switched to a treasure seeking mode. When in this mode, it functions much like the magical key-compasses sometimes used by the gold hoarders, except instead of being attuned to a single specific treasure, the compass will lead to a random treasure buried anywhere in the general region you are in. The compass won't necessarily focus on the closest or most valuable treasure, however. If you make no effort to pursue the highlighted treasure for an hour or so, the compass will begin pointing to a different treasure.

For another 100 CP (Free for the Treasure Seeker origin), you gain both of these items. If you have another excavation tool or compass you'd like to import these items into, you may do so, granting those items the benefit of these ones.

Cursed Gold (200 CP)

You have a set of six large and ornate golden coins. When you include one of these coins as part of a deal you make with someone, it will bind both you and them to the terms of whatever agreement was made. This is an effect that pays attention only to the specific words that were exchanged, not the spirit of the agreement. A single coin can only be included in one deal, losing its curse afterwards, but any expended coins refill after a year and a day.

The Keystone (400 CP)

This construct of interlocking gold and obsidian may have been created by the same civilisation that produced the Shroudbreaker, judging by its style. Small enough to be held in a single hand, the artifact holds a simple but very useful purpose. When held aloft before a door or gate of some kind, that door or

gate will be unlocked. Physical locks, digital protections, magical forcefields, all of them will be disabled and unsealed. This will even prevent the triggering of traps and alarms bound to the relevant door, but it won't work on wide-spread effects like a ward around an entire island, only on singular, specific doors, one at a time.

Sea of Fortunes (600 CP)

This area is available to you as a warehouse attachment, or can be reached by sailing to open waters and continuing on with the intent to reach it. It is a vast, island-filled stretch of water, resembling other regions of the Sea of Thieves, with some features from all of its regions and some features more unique to it. The main draw of this region is that it is an everchanging ocean filled with treasure. The various islands will occasionally have buried treasures, hidden vaults, skeleton forts with filled treasure chambers, and various other such ways to find wealth and glory. By nature, nothing built here is permanent, as in time any islands previously discovered will disappear and new islands with new treasures will appear. The specific methods of locating the various treasures here will vary. Sometimes, a compass will wash up on the shore of one of the islands leading to a buried treasure located on another. Sometimes, a riddle will lead to the key of a buried vault hidden on the same island, and sometimes the way to reach whatever latest treasure you've found a lead for will be much stranger still. These islands can be dangerous, filled with traps and monsters, but with effort, should you survive its risks, endless wealth could be yours. The deeper you head into this new sea, the more dangerous and profitable it can get.

Merchant

Merchant's Watch and Spyglass (100 CP)

You gain one of two items, each coming with a special benefit.

The first is a pocket watch. This pocket watch remains active and accurate to the current time without requiring winding. It is also able to set countdown alarms for any duration, which can be set to be audible only to you when they go off. And while it may not be particularly relevant in the Sea, if you are ever exposed to an effect that alters the flow of time, the pocket watch will change to reveal that this is occurring while also becoming able to switch between displaying the objective time from an outside perspective and displaying the subjective progression of time from your perspective.

The second item is a spyglass. This spyglass can be adjusted with a thought alone to provide different amounts of magnification, up to 50 times, and it will reveal the given name of anything it is pointed at for a few seconds, allowing it to identify ships, islands, and people. It also realigns itself slightly when you are trying to examine something specific, making it easier to line up and keep aligned.

For another 100 CP (Free for the Merchant origin), you gain both of these items. If you have another timekeeping device or handheld long distance viewing tool you'd like to import these items into, you may do so, granting those items the benefit of these ones.

Storage Crate (200 CP)

An exceptionally useful tool, this crate's relatively small exterior belies its significant capacity. This multipurpose container has enough space to fit hundreds of cannonballs, and hundreds of wooden planks,

and still have space for other convenient wares like piles of fruits and meats. Even when filled to this extent, the crate never weighs more than it would with only a few small wooden planks in it. When you open the crate with the intent to look for a particular item inside it, that item will always be somewhere at the top of its contents.

Map Table (400 CP)

This fine table has upon its surface a map with several special features. The map contains the same information as all commonly available maps, and is able to be 'scrolled' through, allowing you to see the map's representation of any area, from a world map to a specific local one. It has a moving marker to indicate where you currently are, and creates similar markers for anything that creates a powerful aura, allowing it to track certain types of curses and similar effects. It can also 'snap' to the location of anything you are either personally aware of the location of or which is known on a map, letting you easily identify the exact location of something like an island you are looking for.

Your Outpost (600 CP)

This island is a bustling centre of civilisation, insofar as anywhere in the Sea of Thieves is civilised. This outpost is now under your control, located in a region of your choice, and having a name and general layout of your choice. The island serves as a stop for various travelers and traders and will have stores available for clothing, equipment, and weaponry, a central tavern to serve as a gathering point, a dock with a shipwright and a merchant who deals with the import of various consumable goods like food, crafting materials and other resources. Any trade taking place on the island will be taxed by you for a small portion of the profits. Any faction you are on decent terms with will be willing to set up a representative here to help facilitate business on their behalf, and those with profitable opportunities, or who are in need of help and willing to compensate for it, are also likely to come here to look for those willing to engage with those opportunities. In short, this settlement serves as an excellent centre for trade and base of operations. Anyone residing here will extend you at least some respect as the owner of the island and the person granting them permission to remain here.

Post-jump, you may choose for the skeleton fort to be used as a warehouse attachment or placed in a location of your choice on a per-jump basis, typically on a body of water. It will retain any desired alterations you make to it. In either case, its shops will continue being stocked with the sort of stock expected from the Sea of Thieves while also selling wares more suitable to the current jump. If the outpost is currently operating as a warehouse attachment, travelers, traders and other people will still be able to find their way here to provide coin and opportunities as though it were located somewhere in jump unless you explicitly want it sealed off. They cannot reach the rest of your warehouse from there.

Mystic

Lantern and Tankard of Souls (100 CP)

You gain one of two items, each coming with a special benefit.

The first item is a lantern. This lantern has an interesting property. Not only can you cause it to ignite and extinguish with only a thought, with the lamp never requiring any sort of fuel and operating fine

underwater, but you may choose for the light to only be visible to you as its holder, even as others perceive it to be off, or fail to perceive it, and by extension you, at all, hidden in the darkness.

The second item is a tankard. This sizeable mug obviously makes for a fine method to bring liquor into your body, but it also causes any alcohol consumed from it to invigorate you, such that getting properly drunk from it is enough to replace a night's sleep without ill effects (beyond the intoxication). Drunkenness from such liquor also leaves you with sharper senses instead of blunted once, though that is the only aspect of the alcohol it inverts, with your coordination and memory still faltering the same. If you get deeply, truly drunk from this tankard, this expansion of senses will even induce minor hallucinations, which will hint at secrets or the true natures of things related to the hallucinations.

For another 100 CP (Free for the Mystic origin), you gain both of these items. If you have another handheld light source or cup you'd like to import these items into, you may do so, granting those items the benefit of these ones.

Bone Callers (200 CP)

This set of ten bone decorated glass bottles carry a yellowish inner glow, a hint at the mystical power that lies within them. When thrown against a surface, the bottles will burst to reveal a trio of skeletons friendly to you, with a mix of both melee and ranged combatants. These skeletons will follow any orders you give them, and will remain for about a minute, after which, assuming they have not yet been destroyed, they will begin vanishing one after the other. Once a bottle is expended, after at least a week has passed, you may pull another bottle of that type from any location where it could have been, even if it's unlikely, whether that means withdrawing it from your own pocket or pulling it out of a random barrel.

If you have the Secrets of the Order perk, you may curse one of these bottles at a time, causing it to produce shadow skeletons instead. If you have the Flesh is Weak, Gold is Strong perk, you can infuse some of your golden power into these bottles, causing them to produce gold skeletons.

Cursed Cannonballs (400 CP)

Appearing mostly like the traditional cannonball barrels used on most ships, this barrel holds the distinction of being a dark purple in color instead of a bright red. This denotes its use as a container of more... esoteric munitions. When opened, each of the cannonballs within will reveal itself to glow with ominous purple or green, with closer inspection of any given one revealing a faint image within that hints at its purpose. Indeed, each of these cannonballs bears a curse, and landing them against a surface dissolves them, causing no damage but unleashing their curse. Purple balls hold various curses that affect a ship they impact, ranging from dropping its anchor to preventing its cannons from firing, while green cannonballs take effect against any nearby creature, and range from causing them to fall asleep for a time to poisoning them. The barrel contains three to five random cursed cannonballs, and will produce another three to five every week until the barrel is filled to the brim.

Ferry of the Damned (600 CP)

You do not possess ownership over the Ferry of the Damned. Only the Ferryman himself can be said to hold that, and even he may still answer to another. Instead, you hold some sort of favour with the Ferryman, giving you certain special privileges with his ship. Whenever you are in a sufficiently dark location, you and

anyone accompanying you can step through the darkness onto the deck of the Ferry of the Damned. By spending enough time here as it travels, you can eventually reemerge from it to reach any other sufficiently dark location in the reality you came from or any local afterlife (note that you may not be welcomed or safe when travelling to any given afterlife, and the Ferryman's favour does not extend past his ship). Once per jump or per decade, whichever occurs first, when you are killed, you will awaken on the Ferry of the Damned, where the Ferryman will be willing to guide you back to the land of the living, allowing you to resurrect after a trip of a few minutes.

Reaper

Reaper's Cannons and Figurehead (100 CP)

You gain one of two items, each coming with a special benefit.

The Reaper's Cannons are a full complement of cannons, somehow always enough to replace all the cannons on whatever ship you are currently using, though you may only use them on one ship at a time. These cannons have the advantage of holding an unusual bloodthirstiness, their projectiles curving slightly to hone in on whatever living (or undead) creatures are close to its destination, making them noticeably more likely to barrel through your opponents as opposed to just their ship. You have a certain amount of influence on this, able to designate specific creatures as the priority for this pull, or suppress it entirely if you are attempting to target a particular part of the ship.

The Reaper's Figurehead can be attached to any ship in place of whatever other figurehead it may have had. Any ship carrying this figurehead will be given a distinct air of terror and bloodshed, making others much more fearful of it. You can control who this fear affects, and when, allowing you to broadcast it far and wide when you wish to be left alone, or keep it suppressed so as not to scare off a ship until you initiate combat, at which point you can flare it to scare the enemy crew into panicking and making mistakes.

For another 100 CP (Free for the Reaper origin), you gain both of these items. If you have another set of vehicle weapons or figurehead you'd like to import these items into, you may do so, granting those items the benefit of these ones.

Firebombs and Blunderbombs (200 CP)

Two sets of ten round, roughly apple-sized bottles. Their faceted glass is built to shatter easily, spreading the volatile contents over a significant radius. Once a bottle is expended, after at least a week has passed, you may pull another bottle of that type from any location where it could have been, even if it's unlikely, whether that means withdrawing it from your own pocket or pulling it out of a random barrel.

The first set of bottles is filled with a glowing, sunset orange liquid. When used, they set everything in a significant radius alight. Casting one of these onto an enemy ship, or onto an enemy or group of enemies, is sure to reorganise their priorities quite effectively, presumably with 'put it out' right at the top of their new to-do list.

The second set of bottles is filled with black smouldering pellets. When used, it will burst into a spray of pellets. The pellets themselves inflict a decent amount of damage, but the shockwave that results from the

compact contents of the bottle escaping is the real prize here, able to knock a ship off course or throw off its aim, launch an opponent quite some distance away, and generally cause a good deal of controlled chaos in your favour.

Signature Weapon (400 CP)

Choose a single weapon you selected from the 'Weapons' general item. It gains several extra benefits. It gains an appearance of your choice, though it derives no mechanical benefit from it. If you wish a weapon that appears to burn red hot or seems forever soaked in kraken's blood, this will ensure that. While this does not make the weapon more effective, it also guarantees that the weapon can appear as unwieldy as desired and function just as well as a more utilitarian design. The blade is now also exceptionally sturdy and, if relevant, perpetually well-sharpened. A firearm also has the ability to function fine even when waterlogged. The weapon will steadily restore itself even if its sturdy form is somehow damaged, and if it requires ammunition (or in the case of throwing weapons, functions as ammunition) it now refills one shot per minute even if no effort is made to reload it or acquire new ammunition. And finally, should the weapon not be on your person, it will always find a way to be inconspicuously nearby when you need it. Even if you were trapped in a cell and given none of your personal possessions, it would somehow be there leaning against a wall unnoticed by any others the moment you thought to look for it.

You may import any other weapon of a roughly similar type you possess into the chosen weapon, granting it all of these effects and benefits, as well as granting any other advantages the local version of the weapon might have held to the imported item. In future jumps, you may import any other weapon you purchase into this one, as long as the effects would be at least somewhat sensible.

Skeleton Fort (600 CP)

It seems you've gained influence over an entire island. This particular island is a reinforced fort, with several watchtowers mounted with cannons to ward off approaching ships, a series of sturdy walls all around to limit the angles at which one can approach the island, and a single large central stronghold somewhere on the island with a vault beneath to keep your treasure. In addition to the obvious benefits of having such a place to yourself, this island is also heavily influenced by a skeleton curse under your control. You can summon waves of skeletons to serve you while you are here, though only thirteen of these skeletons can be active at once, and you can only summon new ones every minute or two. These skeletons can assist you in combat, or help provide manual labour. Though they are normally summoned through your deliberate effort while you are present, you may also cause the skeletons to appear regularly as long as any unauthorized individual remains on your island.

Post-jump, you may choose for the skeleton fort to be used as a warehouse attachment or placed in a location of your choice on a per-jump basis, typically on a body of water. It will retain any desired alterations you make to it.

Companions

Crewmates (50 CP+)

For every purchase of this option, you may import or create a single companion. Such companions are granted an origin of choice, and 600 CP to spend on perks and items. Created companions have a personality and appearance of your choice.

You may take one free companion from this option if you have purchased a Sloop, two if you have purchased a Brigantine, or three if you have purchased a Galleon. If you have purchased multiple ships, you only get free companions for the largest ship purchased.

Canon Companions (50 CP)

No, not cannon companions, though they might be able to work one just fine. Instead, each purchase of this option allows you to take a single person present in the Sea of Thieves along on your journeys, assuming they agree to it. If you have a specific person in mind, this option can arrange for you to come into contact with them under friendly terms, or to already be acquainted with them should you not be a drop-in. Anything beyond that will have to be up to you though. You are not required to specify a person ahead of time, and you may purchase this option as many times as you desire and can afford.

Drawbacks

Some of the sailors in the sea are simply ill-fated, and if you'd like some additional CP, this same ill fate can be made to befall you in exchange. You may take any number of drawbacks, accepting their detrimental effects and gaining their listed CP value to make other purchases with.

Winds Against (+100 CP)

A simple but impactful problem. You have terrible fortune with the angle of the winds. 9 times out of 10, they will be flowing in the opposite direction of your intended destination. If you have a ship able to move even with the wind flowing in the opposite direction, this will merely increase your travel time and harshen the waves that crash against your ship, but if you don't have a ship able to ignore wind direction in that way, you'll likely be dependant on manual rowing to get anywhere, at least, most of the time.

Ye Scurvy Dog! (+100 CP)

Though stories abound of voyager crews suffering scurvy and other dietary ailments on long sea voyages, most actually maintained careful diets to ensure they didn't suffer such ill effects. And you'll have to do the same. If you don't regularly consume fruit throughout your stay here, you'll begin suffering discomfort, start degenerating, and eventually die. Better 'grades' of fruit will keep you well for longer. A banana might get you a little less than a day, while a pineapple would tide you over for a week or so.

The Classics (+100 CP | +200 CP)

It seems you've been put through the ringer, leaving you with a type of injury classically associated with pirates like yourself. You've lost either an eye, your non-dominant hand, or one of your legs. The peg-leg and hook you now have in their place are... serviceable, but certainly not perfect, meaning that for your

stay here, you'll struggle with depth perception, using both hands for one task, or moving around at faster paces.

At +200 CP, you've instead lost all three of these things. This is surprisingly prominent among the locals, but that doesn't make it less challenging to deal with.

Storm Sailor (+200 CP)

A dark cloud seems to hang above you wherever you go. For your time in this jump, the weather in your area will range from 'unfavourable' to 'dreadful'. On a good day, you will only experience light drizzles and fog banks, but that is the best you can hope for, and on other days, you are likely to find yourself within at least one full blown storm. This also increases your chances of being caught up in a volcanic eruption while you are in the Devil's Roar.

Skeletal State (+200 CP)

How unfortunate. You've come into contact with just about the most common form of curse in the Sea, being turned into a skeleton. You are permanently stuck in the form of a skeleton, which means you cannot experience any sort of mortal sensation beyond sight and hearing, and are robbed of the protection an actual layer of flesh would allow you, making you surprisingly more brittle than one might expect.

Reaper's Mark (+300 CP)

Any ship that holds you as part of its crew will find its signal flag to now hold a dark red flag with a skull on it. This flag is cursed, causing a moving black spot to appear on any map that displays the area your ship is in, corresponding to your location and direction. This makes you easy pickings for enemy pirates both near and far, and ensures that while you might be able to flee from a pursuer, you can never truly hide your ship's location from them.

Beast Bait (+300 CP)

It seems that the great beasts of the ocean are quite taken with you. Rarely can you depart from shore for more than a few hours before a great kraken or megalodon attempts to accost your ship, forcing you to face off against the great beasts or return to shore where the water is too shallow for them.

No Honour Among Thieves (+400 CP)

Though it is a lawless place, the Sea of Thieves still holds a semblance of structure, born from the various agreements made when locals realized that cooperation could be more profitable (and less dangerous) than pure conflict. Now, the crimes you've committed, or at least are believed to have committed, has left you outside this cooperation. You're known to be someone who breaches neutrality, breaks agreements, and kills without provocation, and you aren't welcome at any outpost's trading posts or other friendly islands, with the exception of the reaper's hideout, who don't particularly mind such things, but also offer few helpful services of any kind. You'll be dependent almost entirely on yourself and your crew this jump, needing to plunder or scavenge for every meal, cannonball and wooden plank you get.

Flameheart's Wrath (+600 CP)

The very image of a true dread pirate, the villainous flameheart is a fiery undead lord who holds dominion over entire fleets of ghost ships and serves as the master of the ashen lords, who in turn command their own

skeletal forces en masse. And now, his hatred of the softness and cooperation that has turned the Sea of Thieves away from its previous conflicts and violence has crystalized into an even clearer hatred for you. Throughout your time here, Flameheart will work to the best of his abilities to oppose you. At first, he'll do this by harrying you with his forces, leaving you hunted everywhere by ghost ships from the burning blade's armada and hunted by the ashen lords and their skeletal troops, but if this proves insufficient to put you down, then as the jump nears its end, he will stride forth to take the fight to you himself. Flameheart is a truly powerful undead, with fire powers greater than any of his ashen lords and a dread ship at his disposal, and he will come to you flanked by a veritable army of phantoms and skeletons both, including captains, skeleton lords, and ashen lords among their number.

It's worth noting that while Flameheart has his allies, he certainly has his enemies too. If you do not believe yourself capable of fending him off on your own, it may be wise to find others willing to stand beside you.

Notes

Tool Appearances

The various upgraded items (Hunter's Fishing Rod, Rogue's Fun and Games, Hoarder's Shovel and Compass, Merchant's Watch and Spyglass, Lantern and Tankard of Souls, and Reaper's Cannons and Figurehead) need not have the appearances corresponding to their faction, and can have any appearance you desire, as long as this doesn't grant it any extra benefits beyond the norm, be it one from Sea of Thieves itself or an original design. If you take the Hoarder's Shovel, for instance, you might elect to give it the appearance of the Ghost Shovel, or make it look like it's made of living wood.

Enchanted Lantern of Souls

Should you purchase both the Enchanted Lantern item and the lantern from Lantern and Tankard of Souls, you may freely combine them into a single item with the properties of both. This also means that if you are revealing ghosts of the past with light only you can see, you may choose for those ghosts to be visible to you alone as well. Or you can make the ghosts visible to others even as your lantern appears to remain off.

Sea of Fortunes

This item effectively grants you access to an area similar to the Sea of Thieves itself, except it's ever changing, with new islands also holding new treasures, and it's much more varied, with the treasures here being accessible by following clues a lot like the voyages in the Sea of Thieves itself or completely new varieties of voyages, or even long adventures that resemble the tall tales in the Sea of Thieves games and lead to even more rare and valuable treasures. Because of the extra variety, it can also be filled with new threats, like new types of sea monsters or other opponents on the islands themselves, and those new threats will become more common and scale to higher levels the further into it you get.