

# Cave Story

V3. Wind Fortress Edition



Long ago, there was a magician. He protected and led the people of a long-fallen kingdom, and in turn they loved him more than even their own king. Jealous and fearful for his own power, the king captured and imprisoned the magician, subjecting him to severe and cruel torture that eventually forced the magician's power to run wild. The king, and eventually the kingdom, were swallowed up by the mad power of the magician, and in a single night all that the magician had wished to protect and nurture was reduced to ash by his own hand.

Long ago, there was a witch, who watched her brother destroy everything he loved, and turn to madness. Seeing his suffering and his potential for destruction, she sealed him away in a floating island... only for her own daughter to bid the mad magician to create a tool of power known to history as the Demon Crown. This tool allowed one to channel the power of the mage of eld - and due to the caprice of the mad mage, earn the service of the witch's daughter.

Conquerors throughout history had come to the floating island in search of the Demon Crown's power, even resulting in a massive war with the machines of the Surface initiating a merciless attack - victimizing many of the strange creatures that called the island home, including the humble Mimiga.

Recently, a team of researchers has come to investigate the mysteries and history of the island, and in doing so, a researcher by the name of Fuyuhiko Date has become the latest bearer of the Demon Crown, planning on transforming the innocent Mimiga into weapons in a bid to conquer the surface.

But all of that is in the past for you. You? You start in a cave deep within the island - an island filled with monsters, traps, and wonders aplenty - as a mute wanderer makes his way through the Sand Zone. You'll need agility, reflexes, and determination to make your way through the disaster coming shortly..so to that end, you receive

**+1000 cp**

Roll 1d8 for starting location, or pay 100 cp to choose. You may start your adventure here as any sex of your choice.

1: (Start Point): Well. Good a place to begin as any. There are spikes and enemies, but luckily there's not a lot of tough enemies in the beginning caves. Mimiga Village is easily reachable, just be mindful of the door.

2: (Mimiga Village): A peaceful, gentle place... but a quiet one none the less. Arthur's house (containing a teleporter to the Egg Corridor, Grasstown, and the Sand Zone) is unlocked, and the already small population of the village has been lessened due to the machinations of the Doctor. King is the leader of the Village, and while he is aggressive he will listen to any reasonable people he encounters. The path to the Graveyard and various other Mimiga locations (Reservoir and Yamashita Farm) are easily reachable.

3: (Egg Corridor): An old scientific facility where a number of Sky Dragon eggs are kept, overrun by laser-spewing bugs and elephants. Not only that, at the very bottom of the area there is a creature known as Basil, with the ability to kill anything in a single hit! Don't touch the floor. A number of the sky dragon eggs appear to be infertile, and even attempting to hatch the ones that were requires passwords. Might be good omelette though.

4: (Grasstown): A wild and overgrown place. It appears to have a dark secret, as a series of bombmaking robots are stored here, as well as many blood-stained spike pits and an execution chamber. Be very careful here! Many of the spikes here can kill you instantly, and there are a number of enemies that will swarm and attack you at once early in the stages. Fans and spikes abound.

The natives are a thick-browed little mimiga called Santa and a purple female mimiga known as Chaco, who is very inviting to strangers and travelers.

5: (Sand Zone): Oh! You're here. That's good, maybe you'll be able to catch up to Quote. The Sand Zone is large and filled with many enemies, including giant extremely aggressive Parrots, skeleton heads that throw bones as projectiles, and creatures that resemble sawblade Sun statues. A witch named Jenka lives here, who knows much more than she lets on. This is also the home of Curly Brace and the mimiga children she watches over. In the very depths of the Sand Zone, the seeds where the wretched Red Flower lies in a warehouse.

6: [Labyrinth]: A magical maze created to contain the Gaudi race, a number of mimiga-eating cockroach creatures that fire acid. Some are more intelligent, but many are violent and hungry. The labyrinth is filled with spike traps and crushing stones to prevent your exit, as well as a number of magical seals otherwise. A creature known as Monster X works to defend the path to a place in the Labyrinth. It contains the core of the island, the creature that keeps it afloat and functioning.

7: [Waterway] A series of pipes, pathways and tunnels filled with water. Gaudi live here as well, and there are numerous spikes and jets in the Waterway that will lead to your demise. Be mindful of drowning! Also, a vicious cybernetic shark known as Ironhead considers this his playground, and will assault you if he finds you. The waterway will eventually drop you off at the Reservoir in Mimiga village, if you follow it till its end.

8 [Free Choice]

## Races

Those who people the floating island and the world below are a diverse folk, and not all of them are built equal. You may choose to take on the nature of one of this world's inhabitants, with all of their strengths and foibles.



*Human (O)* - A common people, they are capable of great kindness, invention, discovery, and cruelty. The Doctor and the previous holder of the crown, Miakido, were humans, as are the Sakamoto family and Doctor Booster.



*Mimiga (O)* - A native of the island, your race is peaceful and works to live in harmony with the world around you. Recently, you and your kin are being victimized by a researcher from the surface known as the Doctor, due to your race's connection with the Red Flower.

The red flower was known to be poison to your race, but recently you've learned an even darker secret - your biology turns you into a powerful monstrosity when you imbibe the Red Flower, losing your sanity in the process irreversibly. There are ways to mitigate this, but it is very difficult to know this and act on it, as the red flowers have myth and legend shrouding them.



*Robot (200)* - You're a robot sent from the surface in the pursuit of the Island's most dangerous treasure, the Demon Crown. Dozens of robots like you were sent into the island, however many of your siblings are dead or trapped in the labyrinthine depths. Not only that, but the actions taken during the initial rush onto the island mean the locals see your kind as a bunch of murderers and monsters. However, you're capable and combat ready, with a built in durability and strength that allows you to pick up and throw Mimiga and humans around. In addition, you can be easily upgraded and repaired by researchers.

You may optionally choose to be an Armed Scout Robot. Armed Scout Robots are incredibly lifelike, able to eat and sleep, so they are able to pass as humans to the untrained eye. They also have much more humanoid personalities, minds, voices and reactions in general. However, their durability is much lower than the non-humanoid robots.



*Mageblood (400)*- The legacy of Jenka and Ballos is strong in you. You may be a golem, a creation of magic and science, or even a descendant of the bloodlines that allowed for the sheer power of Misery, Jenka, and Ballos, but the end result is the same: You have an inborn power that is hard to ignore. You may choose to either have the gift of Power or the gift of Magic. Those with the gift of Power are absolute beasts in terms of physicality and combat, capable of filling a room with projectiles you can create at will and with enough raw physical prowess to crush and throw the combat robots of the surface casually with your bare hands, as well as limited flight capabilities. Those with the gift of Magic have a strong potential for magical abilities, having an increased level of expertise with Magical perks (see the Magician origin for more information) innately, and being capable of both the casual hovering-style flight that Misery is known for as well as conjuring a fireball capable of instantly immolating the wildlife of the island in your hand. While one or two of these fireballs would be needed to kill the cockroach-like monsters known as the Gaudi, they're still a potent offense.

## Origins

*Moonsong(0)*: Now the Cave Story soundtrack follows you wherever you go! Every song from the soundtrack is available to you and you can play whatever feels appropriate. As a bonus, you also get a constantly updated list of remixed tracks based on Cave Story music wherever you go. Ever wanted to hear Moon Doctor while traversing space? You can.



*Mx. Traveler*

You have arrived onto the island with little more than whatever you have on you and the freshest memories of arrival in mind. You have the bad misfortune to wake up deep in the caverns with little to no idea where the hell you are, but you also don't have any baggage from a previous life in this world. Your fresh eyes make you an ideal explorer and adventurer in this world.

*Aren't You Forgetting Something? (100)*: When exploring a new land, there's a lot of moving pieces to keep in mind. It's easy to simply let potential avenues of adventure slip your mind. Now, you are capable of keeping a mental "adventure log", able to keep track of adventures and the most recent developments you should be aware of.

*Look At This! (100)*: Your attention to fine details that others would miss is honed, and your ability to know when something is going to be vital later on is enhanced as well. Maybe picking up a bit of rotted rope in a dark, dank room doesn't seem important now but.. It could be invaluable later.

*Jellyfish Juice (200)*: Perhaps its just the appeal of an enchanting stranger, but you have a tendency to get into *fascinating* situations. Situations where you wake up next to one of the locals with their lipstick in your pocket. Situations where a charming young robot's unmentionables somehow end up also in your pocket. In general, your chance of getting into situations just as surprising as this are much higher, as well as your chances of your partners wanting a second or third go. You never thought it'd happen to you...

*Spelunker (200):* You have a natural gift for going from point A to be point B in a cave system, able to mentally map out caverns as you traverse them. You also are able to sense for the hidden caves and tunnels in cavernous areas, and then access them safely - a real treasure hunter!

*Ironhead's Blessing (400):* You are amazing at swimming! You can hold your breath for at least a few hours, and barrel through the water like a torpedo. In fact, you gain an aquatic corkscrew attack that lets you slam into something with the force of a car wreck without harming yourself in the process.

*The True Ending (400):* There are crossroads in this world. Paths through life that may bring riches and happiness or ruin and despair. The way to happiness, the 'best outcome' is often winding and difficult...but your instinct to ensure the best possible outcome for you and those around you is very strong, bordering on magical.

*Speed-running Hell (600):* Failure is often brought on simply by not knowing what victory looks like. Indecision, doubt, and confusion are the recipes for disaster. If only you know what those were like. You have a startling clarity of purpose, able to make your decisions, movements, and actions deeply efficient - much faster and more responsive than someone with similar abilities and intelligence by a wide margin. In addition, you have an almost preternatural instinct for the most direct way of achieving your goals, though the most direct way is not always the most feasible way.



*Hero*

Not every native of the island is so willing to let evil take root. The holders of the Demon Crown have been ousted and slain before, and for at least one of them, it has been by people like you. You are willing and able to fight for the safety of others, and your training has given you unique abilities.

*Moonjump (100):* It seems like gravity has less of an effect on you here. You glide more than jump, and even a small hop sends you 5 feet into the air. Try not to bump your head too much navigating around the Island.



*Bravest Warrior (100):* The first step to heroism is to suppress the very real and understandable urge to run in the face of danger. Your strength of will is a great deal stronger, allowing you to face your fear in the eyes and tell it to stay quiet against ever greater odds.

*Fabulous Fighter (200):* Heroism often requires that one meets powerful enemies and takes them down for the good of all. As such, you have honed your abilities with melee weapons, able to wield blades and halberds with ease, and have enough expertise to match Arthur and King in their prime - defeating the ogre-like Drolls and the bestial Ravils would be simple for you, though higher end enemies would require luck and pluck to overcome with just this skillset.

*Beast Slayer (200):* Villains are not always in need of defeating, but bellies are always in need of filling. Heroes like yourself are often employed by seeking out creatures to kill for food and materials, and you're no different - being a keen hunter with the ability to easily kill and carve out the wildlife of the island, no matter how elusive or dangerous.

*Last Stand (400):* Your body gains a natural endurance in battle, and your mind is reinforced with a generous store of willpower and the ability to ignore pain during a battle. As long as you have an ounce of fighting spirit left within you, and as long as your body isn't completely destroyed, you can move and attack with no hindrance due to your wounds or your pain. The only issue you would run into would be if you have any limbs to actually attack with by the point you die, and even then...That's what teeth are for.

*Demon Killer (400):* The Red Demon put Arthur to his very test, and even so, that demon was only one of many killer beasts the island has produced. Despite this, you are a keen killer of lone powerful enemies - able to read their patterns and intents with ease, as well as interrupt their most powerful techniques. While you still require the skill and speed to execute on your combat insight,

*Dashing Swordsman (600):* Your skill with the blade has become nearly supernatural. You are capable of performing "dashes" through the air that take you forward a dozen paces, though you have to have your feet touch solid ground again to use the dash again. While you use these dashes with a melee weapon in hand, a wave of aerial slashes will follow in your wake, as if you had personally physically struck the air around you with a solid attack.. If you collide into an enemy, you have the ability to then release a series of slashes on enemies within four paces of you for a few seconds. Truly the art of a warrior.



### *Researcher*

You're a scientist and person of progress who arrived from the surface alongside the man who would become the Doctor, Fuyuhiko Date.

You have a good handle on many of the sciences and how to best use technology. You aren't exactly the best fighter, but you are superb with identifying, creating and using technology of all kinds.

*Spot the Bot (100):* Years of study and experimentation have given you a natural eye for the handiwork of fellow scientists. You can immediately tell if any given object or person is mechanical or electronic in nature from a glance, and discern the general use and origin of said object. Even if the object was a super-advanced crystal ball, you could at least tell that it's meant to be a power source rather than a weapon. You could also discern an Armed Scout Robot from a human easily with this.

*Myth and Legend (100):* You are a person of science, so surely superstition such as the Demon Crown should be below you... yet, it is precisely due to your scientific knowledge that you understand that there are revelations that can shake the very fundamentals of what is considered possible. You are a capable anthropologist and archaeologist, with a special talent for being able to derive truth from superstition and storytelling - and see perhaps they're not as far fetched as they seem.

*Fingers of the North Star (200):* You have a natural talent with machinery, and this extends to firearms creation. You can disassemble, analyze, and reassemble any projectile weapon you come across, and you have the ability to create unique, one of a kind guns that utilize odd and esoteric technology. You also gain a free 'stamp' you can apply to any weapon you create, to show it's your work. Upgrading existing weapons is a breeze as well.

*Sufficient Analysis (200):* Magic is sufficiently advanced science, so a sufficiently brilliant mind should be able to work with them just the same. You are capable of analyzing the properties of otherwise divine, mystical things as if they were mere diseases or metallurgic properties, with a similar level of success.

*Flesh and Metal (400):* You've reached the pinnacle of robotics. You have a complete knowledge on how to develop, build, and program robotic soldiers similar to the ones that populate the Island.

You can, with effort, also create Armed Scout Robots with or without sapience. If you create a non-sapient ASR, they are very lifelike robots but are robots nonetheless. They don't follow your orders perfectly, but they are loyal regardless and will follow you to the best of their abilities.

*Advanced Transportation (400):* You've turned your brilliance to the field of transportation, and have looked beyond the mere fossil fuels and engines. You gain a mastery of two technologies: The Boosters and the Teleporters.

Teleporters require a network connection between two or more static "platforms", when you step onto an active teleporter you may arrive at any active platform connected to the network.

Boosters are jetpacks that emit directional kinetic energy to send you flying, however the jetpacks can only emit so much force before you need to let the batteries recharge. Early on, you can only create boosters that give "pulses" of that force to propel you upwards or keep you longer in the air, but with time you will be able to stay in the air longer and even change directions mid-air. At your height, the Booster will be able to stay airborne almost indefinitely, and move in all 3 dimensions easily.

*The Doctor is In (600):* You've moved from mere analysis and understanding of magical science to outright synthesis - you're capable of disambiguating and concentrating the magical properties of strange phenomena such as the Red Flower, with the amount of expertise and finesse displayed by Fuyuhiko Date in condensing the empowering properties of the Red Flower into the Red Gem, a method usable by humans such as Date himself.



### *Invader*

Not too long ago, the Island was ravaged by war. Warriors like you started the war and they perpetuated it, to the harm of all who weren't hawks like you. Oh well. If they didn't want to suffer, they shouldn't have been so weak. Not like you. You know that it takes to win in survival of the fittest!

*Harsh Training (100):* Your frame is remarkably durable, though you aren't exactly invincible. Your body is resilient to excessive G-forces, and you are immune to any damage from falling or maneuvering around with your own force.

*Can You Operate That? (100):* You can push any vehicle past its physical limits, able to break its top speed and turn on a dime easily... However, you will almost invariably destroy the vehicle once you're done with it. Limits are limits for a reason.

*Run and Gun (200):* The rush of a high-speed gunfight isn't enough to break your focus. You can aim any projectile weapon with no loss to your accuracy, no matter how fast you're running, or how wildly you're careening through the air. Your trigger discipline is similarly... well, disciplined.

*Back to Back (200):* You weren't always a lone fighter. You know how to synchronize your movements with a single partner, acting as two halves of a whole warrior - becoming something much greater than the sum of your own skills as individuals.

*Soldier from the Surface (400):* It's something etched into your brain, but your hands feel like they were made to pull a trigger. You can reflexively pick up and use any projectile weapon to its greatest effectiveness with a natural ease, despite it being something that was only invented an hour ago. You also have excellent reflexes and are able to quickdraw and immediately fire weapons up to the size of a shoulder-mounted rocket launcher.

*Scavenger King (400):* The Island was and to a great extent is hostile territory... one of the hardest places to find aid and time to recover. However, your instincts in battlefield foraging are such that you're easily able to find vital supplies and places of rest, you're very unlikely to end up completely out of resources in any fight as you tend to find a way to use the enemy's resources for your own ends, and have the most potential to find useful new equipment to overcome upcoming battles.

*Signature Weapon (600):* It seems you're a natural warrior after all. In response to your fighting spirit, the weapons in your hand seemingly react and encourage your thirst for blood. Your weapons are capable of "evolving" to match your combat experience over time, and are just that much more effective in your hands compared to others with a few minor tweaks on your part - becoming more complex and powerful, up to a point where it feels that the weapon was designed to match your combat techniques.



## *Villager*

You're not a fighter by nature, yet your hardworking nature is key to both saving the island as well as the main resource abused for the Doctor's dark designs... Will your labor be the salvation or destruction of this land?

*Gentle Scent (100):* Your experience with the Island's various creatures means you've learned how to conceal your scent from hungry beasts, and they consider you less of a threat to their territory. Wild animals have a harder time detecting you, and if they do, they are less likely to be immediately hostile. As a bonus, you have a nice, soft and floral scent

*Yamashita Dreams (100):* You live in tune with nature. With this, you have a natural knack with planting, growing and harvesting all kinds of mundane fruits and veggies. It's much more difficult to grow supernatural plants with this talent, but it's possible. You also are rather skilled with a fishing rod, always catching the largest possible fish from a river or lake, though if you go beyond that you're merely limited by the biggest fish in the region of the ocean you're in.

*Secret Santa (200):* You can't help being skittish, it was just how you were born. Now that the Doctor and even more dangerous entities are rampant on the island, your survival senses are kicked into overdrive. As long as you're acting in complete self-preservation, your speed, stealth and sensory abilities are increased to just beyond your absolute peak until the danger is passed. These abilities cannot be used to do anything but avoid a known threat or detect possible threats... but they're very strong instincts.

*Secret of the Egg (200):* The island is host to many kinds of unique wildlife, perhaps in part due to the inherently magical nature of the land. One such native wildlife is the sky dragon, of which a long lost professor brought on a mimiga to help in reviving the species from its near-extinction. Part of this skillset has been invested in you, giving you a great skill with animal husbandry and genetics, even allowing you to modify and directly 'grow' these creatures as your understanding of this skillset grows.

*Keeper of the Garden (400):* Though it was forbidden to cultivate the red Flower, the skills to do so are in your reach. You have a thorough knowledge of how to grow the Red Flower in almost any soil, and you are able to discern the perfect conditions for growing any other supernatural fruits or vegetables you encounter. The conditions themselves may be overly specific or difficult to set up, but you certainly can get the knowledge of them.

*King's Brew (400):* The allure of power, especially for a weak species like the Mimiga, can be ever so tempting. A few mimiga have discovered a way to tap into this latent power without many of the side-effects, by cooking the Red Flower petals in a certain way. You learn how to cook the petals in this fashion, and are able to imbibe them to increase your combat power.

If you do this, your speed and physical might will increase noticeably, making you a capable fighter if you weren't already one. However, your endurance will not be affected at all.

*Jenka's Cooking (600):* You have learned an extremely helpful recipe during your stay here from a nice old woman, in return for looking after her dogs for a while. You know how to grow the herbs required to brew a life pot and the knowledge to brew the pot itself. This Pot could restore someone on death's door back to their prime of life. This Pot has the odd effect of working as a repair paste on humanoid robots as well, either a solvent or an adhesive as needed. You can, with training, learn how to create new potions restoring all kinds of vital energies, from magical power to even mending the soul.



### *Magician (200)*

Though the arts are rare and difficult to learn, you have actively studied the arts of magic which are so vital to the history of the island. The perks associated with this origin scale somewhat... oddly. If you were to purchase these abilities without the Magician or the Mageblood origin, they would be very weak, at an apprentice's level - the magical flame of Invidia would be only as effective as the clumsy bullets of a hunting rifle.

However, with either Mageblood or Magician, the effectiveness scales rapidly to that of the explosive power of this world's rocket launchers - and both? Well, one could liken their effectiveness with the wrath of a lightning goddess... every magical ability here follows a similar trajectory, requiring the power of both the Magician origin as well as Mageblood to demonstrate the startling powers shown by Misery, or with great time and effort her uncle Ballos.

Of course, any outside magical expertise bypasses the necessity of either by a good margin.

*Miserable Presence (100):* The presence of magic... well, there's a reason people call those with charisma "enchanting" and "charming" - magicians have an odd weight of personality, one which you now share. In fact, it seems that your ability to command attention and awe seems to become just slightly more refined the stronger your mastery of magic becomes.

*Huzzah! (100):* You know how to make a grand entrance. You can bellow a loud shout and smash through the walls or ceilings of any building, with no harm done to yourself. Or the building, for that matter. Any hole you make in the building will be immediately fixed upon your exit.

*Invidia (200):* A simple yet extremely flexible spell, Invidia draws upon your raw magic potential and manifests it as a bolt of mystical lightning. As your potential and expertise grow, so does the might of the lightning - making it a proper "side-arm" in the Magician's armory, though lacking any further abilities than simple brute force.

*Monstrous Power (200):* A delicate form of magic, this spell allows one to transform both self and others into bestial, brutal forms not unlike how the Red Flower transforms the Mimiga into stronger and tougher monstrous beings, though with refinement and expertise bestowed by mage's blood and study it may be used to transform its victims into specific forms, such as the "Balfrog" transformation which Misery inflicted upon her subordinate.

*Sealed Within the Isle (400):* One must not call up that which cannot be put down. You have learned this well, and have taken cues from the binding abilities of the great witch Jenka and her brother Ballos.

While at first this ability to 'bind' will be more physical than anything, being a form of mystical constriction, the more advanced and potent your mystical potential, the more broad this binding ability becomes, with Mage's Blood and Magician training giving the ability to sap away at someone's strength with a chilling black wind, or trapping people within difficult to break bubbles.

At the peak of your power, a hard struggle to reach even with mage's blood and Magician training, you could use these arts to perform the feats of creating a Geas as Ballos did on Misery, or even sealing a great and powerful being within the land as Jenka did to her own flesh and blood.

*Raise the Fallen (400):* The island is known to host the wandering dead - perhaps the work of one of the more magic-minded holders of the Demon Crown. An art that you have learned to mimic, as you are now capable of using your magic to animate and command risen undead - while at first you are limited to simply animating skeletons as bestial warriors, with refinement of your technique or the training into magical arts given by the Magician background, you could create spectral spirits such as the ones that haunt the outer walls of the Island, or that condense from the spirits of fallen Gaudi within the Labyrinth.

*Siege the Kingdom (600):* Just as Misery conjures forth bats and beasts to do her bidding, or even the creation and indenture of the Gaudi to guard the Library, this spell is one of the most potentially powerful - the creation of life, be it flora or fauna, from pure magical essence.

The unconscious use of this ability is believed to be the source of the Red Flower, the manifested rage and madness of Ballos in the form of a flower.

At first you would only be able to match Misery's parlor tricks, but your complexity and even power of the life created could with Magician training and Mage's blood ascend to even the creation of sapient life not unlike the Mimiga, and with even greater refinement of your technique to match the masters of this world, create entities with such power that they essentially have the "Mageblood" race, either the gift of Power or Magic in the bargain.

## Items

### *Mx. Traveler*

*Map System (100):* A radar/map. You can see even hidden passageways using it. Navigation is easier, as well. It can tell you which direction a certain area is relative to you.

*Cool Scarf and Hat Combo (100):* What it says on the tin. An extremely comfortable hat and a warm scarf, both items somehow finding their way to you.

*Polar Star and Whimsical Star (200):* A strange and incomplete gun. A weapon created by a Hermit Gunsmith. This pistol is easily used, lacking in power at first but once upgraded can become a weapon of Legend. As part of this deal, you also get the Whimsical Star. Not so much a weapon as an accessory. A trio of stars produced by the Whimsical Star that orbit and lash out at any enemies caught in your melee range.

*Snake (200):* A mysterious weapon crafted by the roach-like Gaudi in the labyrinth, its projectiles can phase through walls and attack someone on the other side! It punches like a revolver in every other respect, however.

*Energy Weapons System (400):* A strange canister that can be easily attached to any projectile weapon you own! You start off with about 6, and you also have the blueprints to produce more. While you strike someone with an EWS-enhanced weapon, upon their death or defeat they produce energy in the form of Power Crystals, which are then absorbed by the EWS' canister. As the canister is filled with energy, the weapon can "level up" and gain abilities and uses it hasn't had before, sometimes changing the nature of its projectiles.

*Creativity Engine (600):* A taste of the power which constructed the island. This small magically inclined little device can be attached to any weapon similarly to the EWS and allow it the ability to 'create' a 5 foot cube of dirt or solid stone right in front of you. Rapid fire allows you to easily create further structures, and interestingly, the 5 foot cubes float in the air. If you really wanted to forge your own island block by block, well... this would be the way to start. Or just buy yourself some cover in a particularly dense firefight, probably.



## *Hero*

*Beast Fang (100):* A memento of a fallen monster. While holding this fang on your person, you have a much better chance of being alert and perceptive when snuck up on or ambushed by a bestial creature - allowing you to bring up your weapon and attack before you're caught out.

*Silver Locket (100):* A memory of what it is you strive to protect. The determination that this little trinket gives you allows you to strike against wicked or villainous foes with greater speed and ferocity with melee weapons.

*Speed Shoes (200):* A pair of strange well made shoes that grow or shrink to fit you, these shoes allow you to build up much more speed, able to run and stride with the swiftness of a horse.

*Copper Bulwark (200):* A buckler made of a gleaming metal, when worn upon your body, grants your entire form a protection not unlike a heavy suit of armor without hindering your mobility - though it's not particularly special bit of protection, it can blunt most of the blows that the various wildlife and simple brute monsters can dish out.

*Iron Bond (400):* A small singular shackle that can be worn on your ankle or on your arm as an armband, it weighs very little - its purpose is to remind you of your links with those around you, and those who you both fight alongside and in the name of. As you wear this, your body knits its wounds much faster, capable of recovering from claws, blade, and bullet with very little difficulty.

*Hero's Blade (400):* A blade said to be owned by a fabulous warrior, the previous champion of Mimiga Village. Arthur's restless ghost is said to reside in it, awaiting the day it can find a worthy hero and help defend the Island it called home, as well as the Mimiga it called family. It is enchanted by this spirit, allowing it to return to your hand when flung, and when used against a beast or wicked person, wreathes itself in a thin sheet of light that allows it to carve through steel, stone, and hide as if they were wood.

*Medal of the Red Demon (600):* A badge demonstrating sheer grit in defeating terrible foes, once per dawn, it allows you to survive an otherwise lethal strike no worse for wear... allowing you to charge in and get one final glorious attack. It's a small bit of providence, but it could make the difference in a particularly pitched battle.

## *Researcher*

*Steel Plating (100):* A bundle of metal useful for reinforcing both vehicles and machines, allowing them to be much more durable and sturdy and survive greater damage with little wear and tear.

*Gum Base (100):* A strange material that is useful in the creation of all manner of chemical creations, it could be used to create a powerful adhesive or solvent, or even with a bit of work and carbonization, create powerful and deadly explosives. This bottle of gum base refills through some mysterious mechanism every dawn.

*Energy Crystal (200):* A crystal that, when exposed to a chemically complex material such as the Gum Base, converts it into more of a this powerful energy-dense little material. It passively gathers some form of energy ambiently, converting it into a useful form when hooked up to a device that requires electrical energy.

*Booster 2.0 (200):* A jetpack, a backpack-sized device that releases a jet of pure kinetic force as its propulsion. The Booster's upgrade, It has a strong and long-lasting battery, with directional flight, and you can toggle the thrust. Thus, flying in an L shape is completely possible with this strange device.

*Crafting Terminal (400):* A strange computer resembling that of the terminal used for the transporter network, this terminal allows you to easily create new items with simply the base materials placed on a platform hooked up to it. Through some mysterious means, it can take your concept and with the materials necessarily, near-instantly create anything the size of a full grown human adult or smaller, leaving the finished product on the terminal's platform.

*Portal Network (400):* A series of portal platforms developed with the technology of "Advanced Transportation", these deploy into any world you enter, though require activation manually in order to use properly. However, once activated and connected to the greater network, the portals allow for convenient transportation anywhere you need.

*G-Clone (600):* A large device, big enough to take up the better part of a room. Capable of drawing mass and energy from a system seemingly half-magical, half-genius, it can take a "template" device and make dumbed down mass produced versions of it with ease. It is most comfortable doing this with machines similar to the Armed Scout Robots, though they lack equipment or even clothes as part of the process.

## *Invader*

*Hot Pink Superbike (100):* A motorcycle-like vehicle that seems to work off a principle similar to the Booster! It goes about 30, 50 MPH... Most of the time. It also seems prone to crashing. It looks cool, though.

*Bomb (100):* A handful of useful explosive charges, they sadly are very little use in the middle of a firefight due to the complex arming and discharge process requiring quite a bit of setup to use properly... but they make up for it in efficiency, allowing one to breach thick and strong walls with little risk, as well as being easy to recreate with basic chemical supplies.

*Turbocharge (200):* A little device that can be attached to any weapon, it grants two benefits. The first is that any weapon without a built-in method of ammo generation can now have ammo generated for it, allowing for essentially indefinite ammunition, though not infinite as the turbocharge requires a few seconds to top off any ammo reserves. The second is that for weapons that already have a similar method of regenerating ammunition such as the weapons used by Quote, the turbocharge instead amps the regeneration to be such that as long as one didn't overheat the weapon entirely, one could consider themselves capable of firing almost without taking their finger off the trigger.

*Nano Quiver (200):* A strange gadget that acts similarly to the Energy Weapon System the the Turbocharge, the Nano Quiver has a simple but potent modification it makes to any weapon - it simple "multiplies" its shots, creating a buckshot out of any weapon you please, even rocket launchers!

*Level 3 Machinegun (400):* A weapon with a high firing rate, this weapon spews heavy bullets capable of ripping through the defenses of most combat robots and weaker creatures on the Island. Its recoil is powerful enough to act as an impromptu jetpack if the need arises.

*Super Rocket Launcher (400):* A powerful shoulder-mounted weapon, this rocket launcher is rather fearsome simply on its own. This is the strongest example of its kind, capable of blowing open armored vehicles with a few choice shots, and the splash damage is very capable of emptying a room.

*Killer Robot Squadron (600):* A loyal cadre of Surface robots, they have "Robot" physiology and possess the "Harsh Training", "Soldier from the Surface", and "Run and Gun"... they come in a group of approximately a dozen and are endlessly motivated to serve you, being very similar in appearance to the ill-fated Team 9 that attacked the island's core. If any are destroyed, they can be rebuilt with very basic supplies, or barring that, a new set will be deployed or constructed as necessary.

*Villager*

*Wall Hook (100):* A strange grappling hook, it acts as both a potent whip-like melee weapon as well as a traversal device, allowing you to cling to walls and swing from the rooftops across gap. In addition, it acts wonderfully as a rope that you can use to attach any companion to your back, as long as you both have the same general size. It makes it easy to take unconscious people around!

*Reservoir (100):* A large pool of clear, fresh water, it has its own sub reservoir with fresh fish to catch. Comes with a full equipped dock and fishing rod!

*Red Flower Garden (200):* A 10 by 10 plot of dirt that is added onto your Warehouse, and a few packets of the Red Flower's seeds. To the side of the plot are the necessary supplies to water and care for the flowers. The Red flowers will grow and bloom within 6 hours of planting, and then produce a harmless red fruit that resembles a pomegranate. The fruits are packed full of seeds for the next generation.

*Level 2 Bubbler (200):* A mysterious weapon that looks sort of like a squirt gun, this weapon is capable of spewing a rapid-fire stream of bubbles that do many medium-impact explosions on contact with an enemy, with an almost acidic effect on flesh and metal.

*Ma Pignon (400):* A mystical mushroom, this mushroom is capable of 'clearing the mind'...when used on an amnesiac robot (long story), it cured her amnesia - and gave her even more clear memories beyond that. In most cases, devouring the Ma Pignon will give a "eureka" moment of insight and cleared memories.

*Cure-All (400):* A strange pill that is known to be a cure to any normal maladies one could suffer. While it does little for say, severed limbs, any nonmagical diseases and injuries could be fixed within an hour of taking this pill. Another pill fills this bottle once per dawn.

*Egg Corridor (600):* A large incubation station filled with a dozen Sky Dragon eggs, and the systems necessary to encourage their growth. Sky Dragons are large enough to carry at least 2-3 adult males on their backs, and have the capabilities of flight and breathing fireballs. They're cute as well!

### *Magician*

*Baby Bat Nest (100):* A small nest, inside are a few baby bats. They'll imprint on you, and try to follow your orders to the best of their abilities! As they grow, they'll be able to fight and take more hits, hardier than the normal bat. The nest can only support about 15 bats reliably.

*Puppy! (100):* A cute hound, loyal and intelligent. In a pinch, the dog is capable of tackling and barking with a sonic 'burst'...it makes sense that a witch's hounds would have a little bit more than a cute look to them. They're also oddly light

*Miracle Matter (200):* A vial of a wondrous magical substance, Miracle Matter is a powerful catalyst for magical construction. Using it, one could easily shortcut the creation of something like the Red Gem, or with extremely masterful magical abilities, the Demon Crown.

*Level 2 Fireball (200):* A mystical tool that has had its design copied by amateur magicians within the Mimiga for generations, it fires a gravity-influenced flaming projectile that stays low to the ground and bounces across surfaces for a short while

*Timeline Ring (400):* A ring useful for those who are in need of a little more of a Witch's time, this ring is capable of creating a shockwave of dense paralyzing 'force', capable of stopping projectiles slower than a lightning bolt in their tracks, and for most weak entities, they'll be stopped in their place. Those with enough raw speed and strength could still act in this otherwise 'dense' time, but otherwise it is an excellent defensive maneuver... though outside of a small bubble around yourself to move, you'll have as much of your attacks hampered against enemies caught in this field as their attacks are hampered by you.

*Chaos Key (400):* A mystical tool, this key allows you to teleport to any location you're aware of by investing magical energy into it - the more energy you invest, the further you can go. Those with a small amount of talent will find it only useful for maneuvering in combat, but those with the amount of magical talent that Misery was able to bring to bear could match her, with the peak of this key's ability allowing one to freely teleport within a range that is essentially the size of the entire Island.

*Demon Gem (600):* A weaker mirror of the Demon Crown, it resembles the Red Crystal in abilities. In effect, it gives a burst to magical and physical potential similar to the "Mageblood" origin. One may choose which benefit it grants, though the "Gift of Power" option also induces a strong rage in the user. While one is accessing the Demon Gem's power, they are also capable of transforming their body into a red incorporeal energy to move around safely, though something capable of inflicting damage to spirits such as magic would still have an effect on the user's form this way.

## Companions

*All My Friends (100, may be taken multiple times, 300 for special option):* What good is travelling without your friends behind you? With this option you may create or import two companions. If you choose the special deal, you may import as many companions as you like. All imported companions have 600 points to spend.

*Heavy With Hoping (200):* The people of this world are rather charming...as such, you may choose a character that catches your fancy from this world. If they survive to the end of your stay here, and you manage to convince them to come along with you, you may take them as a companion.

## Drawbacks

*From Somewhere, a Transmission (+0):* You awaken in a small cave in the depths of the Island. If you purchase this, you take the place of Quote in the game's plot. If you're a female, the game becomes Curly Story, and you take Curly's place in the plot instead. This means that you are able to follow the plot exactly as depicted in Cave Story (barring any changes you make).

*Quote Unquote (+100):* Something must have broken in your voice box... you're now an outright mute. While you're capable of getting across the basic point of your interactions, it's very hard for your precise feelings to be made known.

*Heavy Bullets (+100):* You're grounded! Pretty much literally. Gravity just feels much heavier on you, almost twice as strong as it is normally, and all of your abilities that deal with jumping and flight fail you. You're stuck to either hoofing it, bridges, or vehicles. This doesn't affect you if you're using a vehicle, but they have a greater probability of crashing while you're on them.

*Mr. Little (+200):* Ooooh boy. You have been reduced to the height of about... 10 inches, maybe. All those gaps and jumps in Grasstown have gotten crazier (imagine trying to leap the grand canyon.) No matter what form you shift into, or how many growth serums you down, it's going to stay this way till the end of the story. Try not to get squished. Luckily, your physical ability seems to have 'retained' somehow, as well as your endurance. It's just terribly inconvenient.

*Fortress of the Winds (+200):* What an odd encounter. You've been charged with delving into a technological ruin built into the underside of the Island, the result of a device such as the G-clone... keyed to your existing companions, or in absence of existing companions, the Armed Scout Robot known as Curly Brace is the current template. These copies share the drop in quality of the G-Clone, but their quantity and aggressiveness is amped up to compensate. Failure to shut down this Fortress of the Winds within 10 years will result in your chain ending.

*A Black Wind Blows Through You! (+400):* Welp. All of your weapons (purchased or otherwise) have been reduced to near-useless forms, save for those acquired during the course of the story itself. Have fun with that godlike blade when it turns into rubber. Not only that, you lose access to most of your magical or supernatural abilities, stolen away by the Black Wind! You're going to have to survive with only your natural talents, your wits and anything you can build or find on the Island proper.

*Wartime Blues(+400):* You've arrived in the right place, at the wrong time. Instead of shortly after Quote's entrance into the Sand Zone, you've instead landed smack-dab in the middle of the assault on the Island's master, the previous holder of the Demon Crown. There are robotic soldiers with Machineguns and Rocket Launchers, these weapons are equipped with Energy Weapon Systems. These robots will see you as a threat no matter what, and pursue you relentlessly! Not only that, but the Master of the Crown's mimiga army is strong and present, ready to swarm you at a moment's notice. He also has access to Sky Dragon riders, and a manner of other magical and scientific creations. Your objective is clear: End the war, by destroying the Demon Crown. If you fail to do this within 10 years, your chain ends.

*Running Hell(+600):* Your objective has been changed, and the stakes have been raised. Instead of the victory condition being the Good ending, to leave this place you have to achieve the Best ending. Curly must survive, Dr. Booster must survive, and Ballos must be defeated before the island falls completely. From the moment the Doctor and the Island core die for good, you are on a time limit to defeat Ballos. Not only that, but your warehouse is locked off and your companions must remain inside. It's only you, your powers, your skills, and the help of Quote and Curly. Hope you can do it one go. If taken with Wartime Blues, you must only defeat Ballos while the Demon Crown is also destroyed. Good luck. If you fail to do this within 10 years, your chain ends.