

# Howl's Moving Castle

The land where fairy stories are all true, blah blah blah intro text to do later, you've all seen howl's moving castle, you get 10 years here and get 1000CP. This is also based on the book and the two sequel books so if you see anything unfamiliar that's why.

## Places

[1] Market Chipping - A vibrant and charming small town located within the Folding Valley (a fertile area where many fields of heather and crops thrive) in the outskirts of Ingary and the home of one Sophie Hatter. It has a pastoral kind of charm to it, though the terrain beyond of the outlying farms is inhospitable, as in the movie it borders the Wastes.

[2] Porthaven - The sea! As wide as it is beautiful. Porthaven is a poor village that borders the ocean, home to many fishers and sailors who earn their trade out on the open waters. A target for aerial bombings in the movie, it's considerably more peaceful in the books - save for a small contingent of mermaids who live nearby. Just outside of it lies the Porthaven Marshes, where it's said that falling stars are very common. Do you plan on catching one?

[3] Kingsbury - Home to the King of Ingary, Kingsbury has certainly earned its name as the nation's capital and center of influence. A rich setting full of gold-tipped roofs and finely-dressed lords and ladies, Kingsbury is also home to the Royal Palace, a place full of military and magical wonders, as well as Howl's old teacher.

[4] The Wastes - The southwestern part of Ingary where no one dares to go, the Wastes vary considerably depending on the continuity. In the movies, it's a craggy, hilly grassland that surrounds Market Chipping. In the books, however, the Wastes are a far more expansive and lifeless desert, held back only by the garden-border of flowers created by Wizards Suliman and Howl.

[5] Zanzib, the Sultanates of Rashpuht - Jewel of the desert and prized home of one of the many Sultans who rule the deserts to the south of Ingary, the Sultanates of Rashpuht are a confederation of many kingdoms. Zanzib in particular is known for its populace's obsequious speech and polygyny, as well as strange and fantastic cuisine that often involves squid. Prophecy and magic abound here, and you'd best watch your step lest your blunt, foreign ways insult a man of great importance or a djinn in disguise.

[6] High Norland - A fairly small nation that consists mostly of a long valley between two mountain ranges, the people of High Norland are known for being skilled at making clocks. The valley itself is filled with wide meadows of flowers and grass, though there are growing cliffs and hills near the edges that rise to meet the mountains. Beneath the valley is a wide expanse of

caves and caverns where Kobolds live and thrive. Castle Joie, home to the crown prince, is the pride of the nation, though governing is done from the near-destitute royal mansion in High Norland City.

[7] Strangia - A small country that borders both Ingary and High Norland, Strangia has tense relations with the former. In the movies, it is already at war with it and fights back ferociously, but in the books war does not come until after the end of the first book, after which Strangia is very quickly overrun by Ingary's superior magic and many soldiers. Perhaps you'll change its fate?

[8] Wales - How lucky! It seems you've become privy to a certain secret - there is more than one world in this particular universe. Specifically, you've wound up in the realm of Wales circa the mid-1980s, original home to the wizards Howl and Suliman in the books, on a drizzly day in the countryside. Slightly different than the Earth you may be aware of, magic is known to exist in this world to the point where someone can write a college thesis on it, though there's far less than in the lands of Ingary. Nearby you is a secret entrance to the lands of Ingary, anything from a cave to a waterfall to a simple door that spirits you away when you open it, one that only you have knowledge of.

Roll 1d8 to determine your initial location, though you may pay 100CP to choose freely.

## **Origins**

Roll 14+1d8 for age, choose sex for free. You may take memories and a pre-set place within the world based on your origin, or you may forgo them to enter the jump as a drop-in. 50% discount to perks in your origin.

Commoner - The little peons. It's people like you, carpet-sellers and hat-makers and room-cleaners, who make the world go round... Though for some reason, you're rarely thanked for the task. You may go unnoticed, but it's well-known in Ingary that even a humble farmer's son can become a hero if his timing's good and he's clever enough to seek his own fortune. Let's hope you hold the same qualities.

Magic User - A practitioner of arcane arts, you are a wielder of strange and subtle magics. There are just as many spells as there are stars in the sky, from honey-based disguise spells to teleportation to the bending of space to the transformation of the self, and you have already started out on the path to understanding them. Not all wizards are as great and terrible as Howl or the Witch of the Wastes, but you hold potential and promise, a tendency that all wizards who cross over from other worlds seem to have.

Royalty - If life was a game, then you would certainly be considered a winner. The true movers and shakers of the world, with just a wave of your hand you could declare a war - or end it. Wizards and witches might hold exceptional personal power, but royalty has what truly matters:

*numbers*. Vast numbers of subjects, of soldiers, of wealth so fabulous that even magic users bow their heads and become royal wizards and witches to earn the privilege of serving people like you. Whether you're a humble cousin far from the line of succession or a monarch of a nation in its own right is up to your discretion, but be aware that power breeds envy.

Monster - Not all monsters are literal. Some may be terrible creatures indeed, scheming beasts that lurk in distant hills, but others look just like people. A monster can be beautiful, from the Witch of the Wastes to subtle lubbockin biding their time, though the appearance of your own form is up to you in this case. It can be a great joy to be wicked, and even the greatest of Djinns are capable of falling to such a temptation under the right circumstances. May no one stand in your way, for their sake.

## **Race**

Humanoid - If it's mostly shaped like a human and is about as strong as a human, you can be it for free. Elves, miniscule blue Kobolds, plain ol' humans, mermaids or purple-eyed lubbockin, you have a bevy of choices.

Supernatural - These are the movers and shakers. For 300CP, you can become a truly powerful being, the kind that could determine the fate of a nation. There are great Djinn from the good and evil hosts, served by lesser angels or devils who could easily capture every princess in the world if they so pleased, or transform themselves and the others around them with ease. Similarly, terrifying lubbocks exist, purple, insectile monstrosities that are as fiercely territorial as they are intelligent, laying their eggs via proboscis inside unaware travelers only for them to burst out and kill them from the inside one year later, terrifying enough that one would need an entire castle to crush them to death. Or perhaps being an unbound fire demon would be more to your liking? Much like Calcifer at the end of Howl's Moving Castle, your body would be comprised of free-floating fire like a falling star, though you could just as easily settle into a hearth and stay there for the next thousand years, since there's no limit on your lifespan and you possess incredible power that crackles like lightning to explode anyone who'd threaten you. Whatever you choose, you'll be more than capable of imposing your will upon the world.

## **Perks**

Commoner

100CP Making the World Go Round - Trade. Almost everybody has one. Even being a witch or wizard is simply a trade at the end of the day, but what you pick here is a tad more mundane. Whether you're a baker, a butcher, or a hatmaker, you now find yourself to be a dab hand at a single profession to the point where you can make a living off of it. Nothing fabulous, but stability

has enough of an allure of its own, to the point that you have a tendency to wind up like Martha Hatter and attract a cohort of smitten customers with your skills on a regular basis.

200CP Do Something for Yourself for Once - Having a goal can refresh the soul. It allows one perspective, a shining place on a distant hill to compare your own life to as you figure out how to get there. By doing something as simple as setting a goal for yourself, you find that things fall into your lap that will help you fulfill that goal more easily. If you wanted to trade places and faces with a distant sister when you don't know the first thing about magic, you might suddenly stumble across a spell to do just that while dusting the library. Similarly, if you wanted to break a contract between a powerful wizard and an ancient fire demon, well, you'd find enough clues that you won't be totally helpless when all seems lost. Still, it remains up to you to *recognize* these sudden boons, and if your goal is muddy and unclear then your task won't become much easier at all.

400CP Silver Tongued Salesman - It takes immense courage and eloquence to talk back to those stronger than you, and now you happen to possess both in spades. You have a way with words that even the most stubborn, foul-tempered fire demon could fall under your words' charming sway, and can back it up with enough sheer bloody-mindedness to tell a king to his face how useless and stupid his potential royal wizard is. Even a supremely powerful wizard would be forced to take a step back and at least consider your words for a while before he kicked you out of his home, and if you kept pressing the advantage, you could even manage to get yourself hired or apprenticed by him despite having zero qualifications.

600CP Speaking Life - Not all magic comes in the form of complicated equations or arcane, inscrutable instructions. Some magic is direct, old, and very unwitchy. You happen to bear a gift that Sophie Hatter also possesses: the ability to talk life into things. More than just literal life, your magic weaves effects into the world around you simply by speaking to it. A hat that you spent time making might do exactly the things you mutter it's meant to do, from attracting a wealthy man to bringing good luck, a curtain you tell to not let any sounds through will do exactly that, and even air will coalesce to your will, gathering close as you ascend a mountain where it's much thinner than it normally is. There is a limit to this ability, however - the words you're speaking have to truly come from the heart. Furiously cursing out a bunch of seeds to grow into a specific flower might just get you a pot full of rancid, toxic weed killer instead.

## Magic User

100CP Beauty Beyond Compare - A fine specimen indeed. Smooth skin, voluminous hair, bright, glassy eyes - you'd be the pick of any fair maiden's heart. But more than just physical beauty, you know *how* to make things beautiful. Magical creams that maintain the tightness of your skin, dyes that work far more efficiently and completely than normal ones, even a charm or two to make sure the wind always pushes your hair in the right direction. You will never again be caught at an awkward angle or looking any more than your very best... And your talents extend to more than just human beauty. The knowledge of how to make landscapes almost as

gorgeous as you is now yours, and with a wave of your hand you could bloom an entire field of flowers at a desert's edge.

200CP A Touch of Belief - Spells. They're what really matter, right? The power of magic is at your command, and you can do a fair amount of things with it. Crafting magical items, wind spells for sailors in need, creating wards that alarm you when someone trespasses... Generally useful tricks. You might not be the strongest magic user in the world, but you could easily make a luxurious living plying your trade. Additionally, you also happen to possess a fair amount of general magic knowhow, knowing about magical goings-on from distant kingdoms, multiple theories of magic, and what kinds of supernatural creatures lurk in this world.

400CP Tea Time - Just like William Norland, space is yours to bend as you freely wish. Not only are you a master at creating bent space that allows you to move where you please, but you're a master at finding already-existing nooks and crannies within spacetime. With enough exploring, you might even be able to find your way to the past, and come up with spells that move items through time and space alike. For instance, a tea tray that when tapped and told a certain command phrase automatically arranges and summons food from your larder when it was freshest, or a series of doors that require specific actions to shunt you all over a kingdom. Needless to say, you're also a master of what lesser wizards would consider 'moving house' - changing the inside of a room and moving it to a different town entirely, and creating a door like the one in Howl's castle would be child's play for you.

600CP Wizard of Another World - Suliman, Howl, the Witch of Montalbino... Three of the strongest magical talents across Ingary, all of whom were trained by the legendary Mrs. Penstemmon - and now you can count yourself among them. Beyond your incredible talent, you now have a mastery and breadth of more fields of magic than most people can even begin to imagine. Vast divination spells, the creation of magical castles that wander the wilderness, illusions, transformation of the self, not even flight is beyond you any more. You've taken a leaf from just about every magical book imaginable and mastered every one. At this point there are few who could even stand up to you, let alone stop you. Take care to not wind up like the Witch of the Wastes did.

## Royalty

100CP Book Balancing - Both literal and economical! Not only are you capable of running a kingdom's finances and making sure that your people stay in the black, but when it comes to the organization of documents and books in general you're an excellent sorter. With skills like these, not only could you fully organize a royal library in a matter of days, but you'd know exactly which books would be the most valuable to sell in order to keep your kingdom afloat... Not that you should need to, if you're careful enough with finances.

200CP Bright Flower - Like a certain princess from Zanzib, exceptional cleverness is at your disposal at all times. When it comes to concocting schemes and plots, you are without peer, and if you were given nearly two hundred drawings to hide in a relatively small room you could ensure that more than half of them remained unfound even after an exhaustive search. A voracious appetite for knowledge and a mind that absorbs it like a sponge means that some people may get sick of your incessant questions, but that's simply another weakness for your superior mind to exploit once you bring it to bear.

400CP Princely Privilege - When one gets cursed often enough, you manage to pick up a certain resistance to things that change your form and mind. Whether you were cursed in the past or were simply born with this curious ability, you are deeply resistant to curses that seek to change you. Even if a deeply powerful witch hexed you into the form of a dog, you could find the strength and ability to defy this transformation to temporarily revert back into a man and communicate with others, if only briefly. Similarly, even were you cursed into something sessile like a scarecrow, you could continue to maintain motion and the ability to hop where you please. It isn't a true cure, but still comes in exceptionally handy at times, and with enough time you might even find the strength to break it on your own.

600CP Happily Ever After - Have you ever noticed that stories with nobles and royals in them seem to end neatly? All plot threads are tied together, all wars ended, all evildoers punished, and *someone* has to marry the princess at the end, after all. With your presence, ends like these become all the more common. You'll not find any unanswered questions at the end of an adventure, and people around you have a tendency to wind up in happier relationships that seem almost tailor-suited for them than they would normally. Any story that you deign to take part in will almost surely be the best of all possible ends, if only you can direct your royal attention to it.

## Monster

100CP Plots and Plans - What good is a villain without something to scheme for? A talent for schemes, combined with a general willingness to do whatever's necessary to make them work, has rendered you a foe to be reckoned with. Even if you had no other magical powers, you could contrive events to bring the person you wanted right to your doorstep with enough planning, something that comes very easily to you now. Enough blackmail and you could make anyone your servant.

200CP Henchmen - Good help can be so hard to find. So why not make it, instead? You have the power to create goo-like creatures that take the shape of men despite their ichorous black forms, summoning them from the shadows around you. As their creator and master, they are each and every one of them bound to follow your orders. Though they do their best to fulfill your will, they're no match for truly powerful witches and wizards - yet, in that case, you might as well go for quantity rather than quality and produce as many as possible.

400CP Unmistakable - You are who you are. That sense of 'you-ness' is completely and utterly undeniable, and even if you appeared in a completely different form in front of someone each day of the week, there would be no way that they could mistake you for anyone other than yourself. Additionally, the inverse of this power of yours for the taking. Now you can change your appearance into just about anything. More than just other people or animals, you could become a thundercloud, a barge on the river, nearly anything that you could imagine you can twist your form into - or simply pretend to via the illusions you now also have mastered, and fool your foes by being someplace else entirely.

600CP Black Hearted - Like the Witch of the Wastes, your curses are something to only be discussed in hushed fear. Not only are they particularly potent, rendering even a beautiful young maiden into an infirm old woman in the blink of an eye, but their nastiness is only enhanced by the fact that your victims are entirely unable to talk to other people about them. Only the strongest of magical beings could even perceive the curses that you place on others, and would have almost no hope of lifting them even if they brought their full power to the task. You can also get gruesomely creative with them. Not just limited to transforming people wholesale, you can simply extract their best aspects and rip out the chaff to live life as an amnesiac man, dog, or whatever you please, forever separated from its better half.

## **Items**

Same deal, 50% discounts for your origin, 100CP discounted items are free.

Commoner

100CP Napsack - A Ghibli classic, this bundle at the end of a stick opens up to reveal a hardy meal of bread and cheese that refreshes itself once a day, always giving you the energy to keep going and continue living life, however hard it gets.

200CP Magic Video Games - Beeping and booping with a cheery rendition of the Merry Go Round of Life, this is a strange text adventure that seems to be based on... You! Your own travels are recorded in this, but more than that, the floppy disk it came on also has an instruction pamphlet on how to cast a spell to create more video games based on your life or the lives of the people around you, though the genre depends on the time period you make the game in.

400CP Seven League Boots - Just as they are in the stories! These boots are very comfortable and fit well, and are magically enchanted to move you seven leagues in an instant the moment you take a single step. Try not to lose control... With boots like these, catching a falling star becomes a realistic proposition.

600CP A Shop of Your Own - Every worker's dream! No longer do you have to obey the tyranny of bosses or whatever relative owns the place you operate out of, this store is always located in the perfect spot for whatever business you want to put it to, attracting customers who always wind up buying more than they mean to. Additionally, its guaranteed popularity means you can always count on commissions from wealthy patrons, who will accept almost any exorbitant rates you charge them. It even has a door out back that magically leads to someplace other than the backyard, whether it be a field for picking flowers or a mine filled with precious jewels.

#### Magic User

100CP Enchanting Clothes - Quite literally. These clothes have a slight charm on them that attracts the ladies (or gents) and come in stylish blue-and-silver. Still, though they make others love you, they can't make you capable of loving others back...

200CP Wizard Tools - As many as your mind can conjure. Spellbooks with clear and precise instructions, mirrors for divining, a pyramid of glass rods that can be used to break spells on others, if you can imagine it, you'll be able to find a wizardly tool in this assorted pile of goods.

400CP Genie Bottle - The ornery genie trapped in this bottle is, generally speaking, more trouble than he's worth. He can grant one wish per day - emphasis on *can*. The genie will only do wishes that he's capable of, ranging from the summoning of food or magical tools to teleporting people, and refuses to punch above his weight to challenge beings more powerful than him - not only that, but he's far more prone to sullenly creating trouble and stealing whatever you ask of him rather than creating it out of nothing. On the bright side, he's willing to grant the next day's wish in advance, provided you promise to leave him alone to his self-pity.

600CP Moving Castle - The namesake of the movie. This castle comes in two forms, the more traditional shape made of chimney bricks that hovers across the ground like in the book, or the iconic form from the movies that trundles and rumbles across the countryside on four legs. Either way, it doesn't even require a fire demon to power it, and is filled to the brim with magical tomes and everything a wizard would ever need! It, too, has a magical door, though three of the four parts of its wheel are empty and lead to nowhere unless you enchant them to.



## Royalty

100CP Flying Kayak - A small airship used by Ingary's army, this silver vessel with dragonfly-like wings can ferry two to three people wherever you steer it. Go on a pleasure cruise in the skies above Kingsbury, if you like!

200CP Treasury - Wealth beyond measure lies before you. Enough money to make even the King of Ingary green with jealousy, this vault is filled with gold, jewels, precious metals and valuables of all kinds. You could throw a lavish feast for every meal, host a festival every day for the rest of your life, and it still wouldn't even put a dent in the unadulterated gold present here.

400CP War Room - More than a room, this is a *hangar*. You have at your disposal a wide variety of the airships used by Ingary's and Strangia's armies in the movie, ten of them to be precise. With a fleet like this you could bring ruin to any town you directed them at, provided it didn't see you coming, and could rain death upon an entire armada of ships. The tools of war don't end there, though - beyond the thundering guns on your airships, you have at your disposal several magical weapons that can summon waves of fire, as well as the terrifying lights that Suliman used to drain the Witch of the Wastes of her magic in the movie.

600CP Castle in the Air - A true fantasy brought to life, with gardens made of jewels and clouds gently enveloping its outer surface. The exact form it takes is up to you, whether it be artistic and beautiful, filled with vistas beyond compare, or rugged and militaristic, equipped with weapons of war, but whatever the form, it moves entirely at your own command and will not listen to anyone else.

## Monster

100CP Palanquin - A richly decorated shelter that can be ferried around by servants, this palanquin is protected from the elements to ensure that you stay beautiful and untouched by the sun.

200CP Lubbock Eggs - Three nearly microscopic, purple eggs. If implanted into someone (whether by injection, inhalation or imbibing) they will burrow into the flesh and remain there for one year's time, at which point they will violently hatch and kill their host most painfully by eating their way out of them. If you happen to implant them in a female, however, she'll give birth to them conventionally, resulting in a purple-eyed lubbockin - a monster that resembles a human but without any of the morality, though this will also kill her as well. You get a new set of eggs once per month.

400CP Unfinished 'Lover' - Picture your ideal lover. The length of their eyelashes, the size of their hands, the curve of their lips. The unfinished, soulless being before you is nearly that. *Nearly*. Almost perfect, it only requires one more person to have their best qualities removed

and installed into it, at which point it will be both puppet and lover to you, the perfect match in every way that lives to serve your whims. And this thing happens to come with a note that tells you exactly where to find that final person.

600CP A Djinn's Life - Picture some small bauble. A nose ring, or piece of jewelry, or a talisman. This seemingly insignificant thing is, in fact, the life of a deeply powerful Djinn who is now bound to serve you. Whether it be from the Good faction and served by two hundred angels or the Evil and served by the same number of devils, it will remain in your service so long as this goes unfound, for you could easily snuff out its immensely powerful life in an instant if you so wished. But why would you? A Djinn makes for a terrifying servant, and this one is among the strongest.

## Companions

100CP Canon - Take someone with you.

100CP Import - Bring someone in. They get 600+an origin w/ discounts.

100CP Elfgift - An enchanted dog that can even change sex to match yours if it likes you enough. Confers 'protection,' though it's vague enough what that protection actually is. Otherwise is extremely intelligent.

300CP Fire Demon - A falling star that you formed a contract with, boosting your magical power immensely but entrusting your heart to it. Its personality is up to you, but if you don't take care, your heartless status means that you could very easily slip into evil unless you decide to break the contract.

## Drawbacks

setting toggle movie/books

+100CP

Elbow Grease - It wouldn't be a Ghibli movie without a little hard work, but this is extreme even for them. Anywhere you live seems to become filled with squalor in a matter of days, requiring deep cleaning once a week or constant vigilance beforehand to stay on top of it. Worse still is the laundry. If you leave even a single bag of unclean clothes out overnight, it will mysteriously multiply while you sleep. To two bags, four, eight... Doubling each time, unless you finally bite the bullet and decide to wash them! Even moving house won't let you escape the bags of

clothes, as they seem to follow you while you're not looking. It's unclear where they're coming from, but try not to drown the world in a sea of dishrags.

Banished! - Just like the Witch of the Wastes, you've been banished from the lands of Ingary. If you rolled any of the first three results for location, change your location to the Wastes. In particular, this banishment is magically enforced in nature - so long as the current King of Ingary lives, you cannot enter the kingdom. The Witch had the advantage of time on her side and could simply out-wait her banishment, but unless you're willing and clever enough to engage in a spot of regicide, you won't be touring Ingary any time soon.

Zanzib Dialect - If you would spare but a moment of your gloriously invaluable time on this infinitesimally insignificant drawback text, O pearlescent Jumper of a thousand worlds, it seems that you have been afflicted with a very particular speech pattern. Constantly plying your words against others to talk them up and reduce your own apparent status to but their humble servant, flattery and self-deprecation in the extreme have become your new normal, as is the custom in Zanzib, and you are entirely unable to stop.

+200CP

Justin Trouble - Just like a certain Prince of Ingary, you've acquired an unfortunate tendency to become cursed. In particular, you fall prey to curses that change your form - anything from a dog to a scarecrow to a soldier of a foreign country with different memories than your own. The sources of these curses are just as varied as the transformations themselves: picking up strange artifacts, inadvertently trespassing on enchanted ground, or simply attracting the ire of a particularly powerful being to name a few. No matter the source or what powers you can bring to bear, you find yourself unable to shift out of the form forced upon you, but on the bright side, you always have a general idea of how to break it (or how to find someone else who can). It's always a laborious process that can take from weeks to months, but if you work hard you can always return to your true self... Until the next curse comes along.

Happy Endings...? - At the ends of each of your adventures, there always seems to be a twist that's just too convoluted from you. One character that you thought was a problem turns out to be nothing compared to another, seemingly minor character, or someone's identity winds up being completely different from what you thought it was all along. It's not bad, necessarily, but you'll probably need someone to go over the fine details of everything that happened with you if you want to understand what precisely happened.

Kobold Problems - There's a leak in your fortunes. Not literal, but the kind of leak that scurries about on two miniscule legs, taking whatever it pleases from your private stashes and absconding with it. You have a severe Kobold problem, and none of them are willing to negotiate with you! Whatever wealth you gather and store away is quickly stolen by these little blue men, and whatever attempts you make to safeguard your money is thwarted by their creativity and ability to just get into places you never would have imagined.

+300CP

Bad Contract - You're in a bad spot. A falling star that you gave your heart to out of pity has grown sick and tired of you, and is now actively trying to kill and replace you. Every day, it snuffs out a little more of your life, and continually drains your magic over time to the point where you couldn't even lift a curse you cast on someone if you wanted to. If you can't find a way to break your contract with it, a difficult task given you can't talk to anyone about it, then before your ten years are up here you'll be just as heartless as the Witch of the Wastes... If not dead.

Egg Timer - You have one year to live, Jumper. Somewhere deep inside of you are a clutch of Lubbock eggs, and if you don't find a way to extract them before the year is up, you'll wind up very painfully and messily dead. The best bet is to get the elves to extract them, but of course, they're inaccessible and hard to find even at the best of times... Whatever you plan, you best get moving. A year can pass in the blink of an eye if you're not careful.

Waling and Crying - You know all the stuff about fantastical lands of magic, brimming with wonder? Yeah, forget that. You're now starting in Wales, and you're not leaving. You have no way of traveling to any of the alternate dimensions in this universe and will be remaining on Earth for the next ten years. What's worse, whatever little magic on Earth remained seems to have been chased away entirely by your presence, leaving the world entirely mundane and more than a few wizards incensed. Enjoy the 80s, I suppose.

... And with that, your ten years are at an end. However you chose to spend them, you now have a choice before you. Do you...

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