previous answers). Any future questions will probably be put in lore page 2. If you're a Prodigal, is taking Early Return pointless because you can already jump around whenever?

It's the lore page. Expect walls of text, in the form of questions that people have asked and my previous answers (edited to reflect changes and

Yes, there's no reason for a Prodigal to take Early Return unless you're planning to Escape Option your way out.

Inversely, if you're not a Prodigal, is it almost as pointless to take Planeskipping without taking Early Return because the only window of time you have to actually return to old verses is when you've finished the task of one, but before you jump to a new one? Or am I misunderstanding how this works?

Planesskipping is extremely handy when you are able to planeswalk to a new universe, but choose to return to an old one for whatever reason. It's particularly useful for Academics, because they often stay in a universe after they learn one subject to learn more subjects.

In the weakest magic worlds or worlds with no magic, are even Archmages and the like nearly depowered? Yes, they are. However, most of them have ways around this, such as knowing Thin the Barrier, Metamagic, and/or Draw Power, which allow you to

squeeze out every last bit of power you can. Also, the vast majority have well-honed martial skills, a decent lineup of light planar thaumaturgies (Those often work with no difficulty in low-magic universes. Things like Turn Fire, for example, work basically everywhere.), or simply don't go to those places. In worlds with no magic, can you be trapped, or does planeswalking not require any magic?

Planeswalking draws on power outside of any universe, so you can't get trapped that way. Other planeswalkers can lock down planeswalking, something they will NOT teach you until the University, and some powerful universal gods can do it too, if they're in the know. The one exception to this is the Center of the Omniverse and the universes in its cluster, which are so totally dominated by the Golden God that there is no magic of any sort. Going there is a trap, since it's generally considered impossible to get out without the express permission of the Golden God. Fortunately, you

don't have to worry about that, since getting too close to the Center of the Omniverse isn't going to happen by accident. That's been coded out. If I'm understanding right, if you form a really deep connection to a world, you can carry that world's magic with you to other worlds. If you did this in a world with relatively weak magic system and then went to a world overflowing with magic and with a powerful system, would the one you carried with you grow to be

comparable to the new system? To some extent, yes. It'd not be as powerful as a high-powered magic system being adjusted to match a high-magic universe, but sometimes it develops in unusual ways. The ability the narrator has to enter peoples' dreams, for example, grows into total dream control in high-magic universes, and still functions normally even in very low-magic universes. Basically, low-powered magic is a better choice for a low-magic universe,

while high-powered magic is a better choice for a high-magic universe. Both still get adjusted, though. And I'm assuming that the limitations placed on you as well as the more mechanical seeming things (things like you appear in basic starting gear appropriate for a given world) are due some of the curses they put on you forming something of a framework that you function within?

Not so much of a curse as a blessing. The very first planeswalkers were only able to travel in spirit form, and had to use planar magic to form bodies for themselves. The modern synthesis of planeswalking uses sympathetic thaumaturgy with the surrounding area to determine average dress, which is usually quite helpful for fitting in and dealing with environmental hazards. Imagine showing up in the arctic and not getting thick clothes. At the

University, you'll probably spend years figuring it all out, but at the moment, it's an enchantment placed on you that makes your life much easier. Global Options - Planeswalking - Demiplane. When hopping dimensions anything in the demiplane is still accessible, right? So you can carry stuff over to new "verses" from old ones?

Correct. In addition, you can share stuff with other planeswalkers. It's a blatantly op option, which is why the narrator is so insistent that you want it or you want to know someone with one. In order to transport stuff, though, you need Soulbind Item to carry it in and out of the demiplane. Or, alternatively, just take companions and get a planeswalker with soulbind item to do it for you.

Global Options - Planeswalking - Fitting In: How much controll do you have about your appearance? For example: you would be dropped in to a dark elf realm where

everybody has either white or silver hair. Are you able to choose between those two? Can you pick "red" which would be an unnatural colour? Would you be warned? In the 1.1, you can adjust your appearance, such as changing hair or eye color, altering bone structure, or even tinting skin color. Being attractive is trivially easy, and changing your appearance takes about as much time as putting on makeup. Changing your hair color, though, would require that

you change the color, then grow out the new color. It doesn't change the color of existing hair. Global Options - You - Self-Improvement: It says (on basic) that you may keep muscle mass, tattos, etc. My question: picking just this one would enable how much costumization on your form? If picked together with "Fitting In", would one overwrite the other or would they provide a wider variety of "costumization"?

Self-Improvement carries over to your Fitting In form. This is, currently, the big customization option. For example, it allows you to carry over, say, magical tattoos that change your hair color. With Fitting In, you can really tailor your appearance.

Global Options - You - Weatherproof: Protection from heat and cold. I assume just weather related but not fire "resistance" or hot/cold magic resistance? (just X% resistance like 30 or something not immunity or 80%+)

Weather isn't an issue, but fires or magical cold or sandstorms will still hurt. You do get some resistance to heat and cold, even magical, though. Difference bwteen: Plannar Magic: Soulbind Item and Pocket Space. Both help with items. But (in my interpretation) Soulbind helps take items with you to other verses and pocket dimension "empties" when you cross over. Or do you keep stuff in your pocket dimension when crossing verses? What about death? When you die do you

Pocket dimension stuff doesn't carry over between universes. Also, Soulbind Item doesn't store it in a pocket dimension. It's just with you when you planeswalk in. You put a gun in a pocket dimension, you can pull it out again in that universe. You soulbind a gun, whenever you planeswalk, it will follow, but on your person (and not in a pocket dimension).

keep stuff in your pocket dimension?

Arcanic Origin - Specificity: You get every "sub-element" of every Planar element you chose? Or do you just get them for ONE chosen element? You get access to them all. How many you are actually capable of learning is up to you, your time spent, and your intelligence.

Prodigal Options - Specialist Options: So you get Thaumaturgic, Scientific and Arcanic origin options to "purchase"? Or you can only purchase from the Origin you picked, BUT later on "branch out" to them (in game). Or "recharge" in all three ways? It means that you can purchase magic from any of the three specialty origin categories. Anything you purchase that's not from your origin you'll get

in a few years.

to the university, and don't have to worry about approval of their mentors, but making enemies is a very bad plan. So yeah, you'll meet all of them very soon, not just when you got to the university. The difficulty comes from having to listen to all of them and do what they say. Tal says "come with

Mentors: when chosing the Requirement "Prodigal" do you still get mentors while you are trying to find the University, or only after you found it? As with all four paths, your mentors will be very present. The more you take, the more you'll have to do for them though. Prodigals just have to get

me and fight gods", you do so. Err says "wear this hat", you wear the hat. The concept of "shimmers" is a bit horrifying. You're basically bringing universes into existence. All of history is because of you. You're basically The Creator with a capital C, and father to all life that has and will exist. I hope there's a lively and omnipresent philosophical debate about it on the Citadel.

Yeah, shimmers and shadows raise MAJOR ethical concerns for anyone who isn't so desensitized to it all that playing god is completely fine. Alec pretends to not have an opinion, Jane is against making shimmers excessively, but most other people in this cyoa are either neutral or for them.

So, what's with Err? Regarding Err, he's just very magically weak. I don't know exactly why he's so weak, and Paj won't tell me, but I think it's because he can't concentrate on or feel the flow of most magic. I may be wrong, though. We know how he became an outer god, though, and that was half experiment, half "I wonder if this will actually work".

Basically, he asked a friend to do some research and determine which outer gods had been injured, found a relatively low-level one that had once been injured (It had a habit of watching important or glorious events, and had been accidentally injured by a burst of magic once while watching. It seems like, in order to see something physical, it had to make itself physical, and thus was vulnerable.), and organized a network of people to handle anything related to the god while he created a runic overflow powerful enough to destroy a planet. This meant the god was completely blind

to the plan, since no one knew much of anything, and so then Err consumed the knowledge of a bunch of cultists he'd had killed, and gained a burst of incoherent knowledge (and thus transmitted it to the god). So the god showed up, extremely confused (and not understanding that it was a trap), and Err detonated the whole thing. In-universe, this was a monumental event, since no one had ever killed an outer god before in living memory.

People like Tal and Death's Daughter banish them to the Void or trap them, and actually killing one was, according to legend, the way to become one. Nobody expected this to happen, least of all Err, and so when he got this massive power boost he had no idea how to handle it, no idea how to defend himself against everyone who'd want it, discovered that people could planeswalk to him wherever he was because of his outer god signal or something, and then proceeded to freak the fuck out. There's some weird stuff about the Center, he was declared a traitor and a criminal by the Scholars after some people worshipping him did some stuff, his #1 enemy Esfas saved him by obliterating him in a duel and then being overall a decent person, etc. Paj's initial two short stories were based on Err and the series of events following the killing of the outer god, so that's why we know so much about him. We still don't know his motives, or if he and Etrip are actually a couple, but we've seen a lot of what he's done and it really does look like he's a fuckup with one good schtick (his skill at planeswalking). My opinion on him is that he's just what he seems to be, and that his involvement in these critical affairs isn't some masterful 5D chess game, but the actions of a planeswalking and rune nerd who enjoys messing with things and people far too much. I think he really is that weak (Paj says he couldn't 1v1 some of the connections without external aid, whatever that means), I think he really does make shit up as he goes along, and I think he doesn't serve a larger role in the grand story than an unwitting instigator. Secrets is terrifying! There's magic that can expose so many things about people! Honestly, it was excuse to show some unusual tidbits of lore about the cast of characters, and to hint at the fact that Etrip and Err did not give a single flying fuck about ethics or privacy when making this. Does Aptitude ensure that you're genetically/spiritually/whateverly capable of using the magic in any verse you go to? And would this extend to things that aren't exactly "magic", like if you took Recognition and ended up in Naruto or DBZ or Star Wars or something, could you use Chakra/Ki/The Force?

Can you say what the failsafes triggered by killing yourself to escape a verse are? Or are you deliberately leaving it up to imagination?

Yes, yes, yes, and yes. Also, you can end up in universes you recognize even without recognition, but it'll be pretty rare.

The narrator is deliberately leaving it up to the imagination. In reality, what happens is you just get thrown back to the same universe in the same time in the same place with a non-fatal version of whatever it is you did to yourself. So you just can't physically get yourself killed. Not exactly the "punishment beyond belief" that it's made to sound like. It's not too exploitable, since you still do suffer some sort of injury, but the risk that someone

could exploit it is the reason for all the doom and gloom.

Can I access a demiplane of someone I am connected to without having ever been in a verse they are in? Assuming they get my name from the connection and are willing to allow me in.

you have a demiplane, please give me access perms" or something. Will the (health: disease) package protect me from cancer? I have the healing planar spell but it doesnt include this. It will not, unfortunately. It will help slow it down, though, and it will prevent it from metastasizing for a long time, giving you time to get it cured in a more conventional way, such as surgery, chemo, or universal magic.

They have to give you permission first, which could make it a good idea to include in your summary a note saying "if I took you as a connection and

If I ever get knocked into a coma or trapped somewhere I can't get out of will my mentors help me, or will I basically have to wait to die to get out of those situations? That's a rare situation, but yes, your mentors will help you.

Does "freely planeswalk" to and from verses from a demiplane mean it overrides all the other limits of planeswalking? I.e. waiting a week in between walks or not being able to use the power until the requirements in your current verse are completed?

When planeswalking to a demiplane and back, does your physical state carry over? For example, if I eat at one and then go back to my verse will I still be hungry?

Just like with any other sort of planeswalking, no. Eating, drinking, or sleeping in a demiplane is more of a comfort thing than a survival strategy. Fortunately, your saved state in a universe doesn't get hungrier or more tired when you're not there.

Precisely. You can go to and from your demiplane at any time, as can anyone else you let in. It makes it a very, very good escape plan, particularly with Soulbind Item to transport stuff between the universe and your demiplane.

Which choice is most likely to straight up increase my IQ? Given the way IQ is measured, I'd go with Memory. That querying power is impressive. Combined with Mathemagics and/or Parallel Thought, it'd

probably be enough to bring you up a few standard deviations. Processing power helps a lot with computational stuff, but that's not really tested so much for IQ. None of these options increase reasoning skills or creativity by themselves, but practice with them will, particularly Mathemagics. I

mean, you learn high-level math, and your ability to reason will increase drastically. How does planeswalking interact with versal pocket dimension items such as a ring of storage or bag of holding? Are the items lost, or stuck in their native universe until I return, or do they transfer? Likewise does the same hold true to technological item storage like transporter buffers or object digitizers?

If the thing you're soulbinding to yourself works in another universe, it'll work perfectly. If that new universe doesn't allow for bags of holding or

digitizing matter, it'll be useless there. Likewise how do versal dimension abilities such as item box or specific item summon skills/spells or even obtaining things like pocket homes (versal demiplanes) interact with planeswalking?

Aside from a few exceptions, where universes in a cluster can share access to demiplanes and where intra-universal magic is common, things don't work outside their universe, and things NEVER work outside their cluster. So don't expect to get a demiplane in one universe and then access it from anywhere else. It's just too far away, conceptually and physically.

How does the soulbind item spell's weight limit interact with weight modification methods? (items that transform in other larger/smaller items, shrinking rays, localized gravity removal spells, weight reduction and/or weight removal enchantments, etc...)

It works on mass, not necessarily weight, so gravity doesn't matter so much. But if you shrink something and soulbind it to yourself or put it in a pocket dimension, that works perfectly. You made it clear how magic has vastly more limited application on non-magic or low magic worlds but also mentioned things like guns working in most verses. How is cross-verse technology affected? Does it always work since mathmatics is such a universal constant? Or does only work up to a certain tech level? Or is it similar to

your origin where it works from worlds that you have emotional attachments to? Or is it just too variable on a per universe basis to make any such a generalization?

Math always works. There isn't some universe where logic fails. Mundane technology almost always works, since most universes have extra laws of physics or slightly adjusted fundamental constants, and don't mess with the "normal" laws of physics. Gunpowder works almost everywhere, for example, regardless of what fantasy authors would have you believe. Magitech, though, is far less reliable. Basically, if you rely on phlebotinum, it's unlikely to work anywhere else. It's possible to make things work in a universe where they shouldn't though the same sort of universal magic people

support with an emotional attachment, but it's far harder than using the magic yourself. Orders of magnitude harder.

Can I learn the abilities listed here from my fellow planeswalkers/mentors if I don't buy them? (such as learning dimension magic from Justyna or blood magic from Yiv or new magic runes from Etrip). Or though independent study and hard work (or getting books on them from someone like Etrip)? If so, which categories if any could I not obtain from them? (such as planeswalking options, requirement/origin specific abilities, You options, etc...)

It's easier to learn new things with help from connections, mentors, or books, but it's still not going to happen without a lot of work. The narrator put

in far more effort than most do, and he only got weak forms of two five-point planeswalking options. In short, don't count on that. But if you have an option already, learning from someone else helps you to master it far more quickly. So Justyna can't really teach you Dimension magic, but if you have it, she can help you learn it much faster. What benefits does reaching/attending the university offer? (can I learn all the abilities offered here that I didn't take? can I learn additional abilities such as larger demiplanes or having more companions? Or learn to do targeted planeswalking? Are there other abilities that would motivate me to want to attend the university?) I guess what I most want to know is what are the benefits of becoming a Scholar vs remaining an eternal prodigal?

Orders of magnitude power boost. Every planeswalking option, a menu of magics beyond description (encompassing everything offered here), and the ability to learn from others and go far beyond what could ever be possible if you never attended. There's a reason the Scholars have a monopoly on really high-quality planeswalking, and it's the University. It's the difference between living in cave all your live and being given a full western education, preschool to MIT. Of course the MIT graduate is going to be able to do more than some guy in a cave who's never even heard of electricity before. Archmages of the Scholars are the true planeswalking ideal, and are the most powerful group of mortals in the omniverse.

like the 1 week timer on planeswalking or how/if you aged while in the demiplane) It's very easy. You can go to your demiplane and back freely, so at any time. No limits, no restrictions, any time. With regards to hunger/thirst/tiredness, each body you have, one per universe, is independent, so you can eat and sleep to your heart's content in a demiplane, but all it'll help you do is destress. It's pretty easy to turn off aging in a demiplane, too, but everyone in one has infinite lives anyways. Nothing happens

while you're away from a body, by the way. It's not like you leave a universe, come back a century later, and you're dead.

How does versal magic and scifi tech function on a demiplane? Do they not work at all there? Do all types of them work? Or perhaps is it up to the owner to decide?

Making things work is a demiplane's true art. If you want it to work, it takes a very small amount of fiddling to make things work. Or not work. Go

How does one travel to and from demiplanes and what are the differences and similarities between that and planeswalking? (I know some of the comments have already mentioned things like needing soulbind item to transfer items or that states of hunger, sleep, etc... didn't necessarily carry over but I wasn't sure about things

wild, the demiplane's yours! If an academic masters multiple skills in a single verse and has Planeskipping, can they essentially immediately skip the next verse if they wish (such as ending up in a horror-verse) and then jump again since they have mastered multiple skills? Or does the skill need to be specific to that new verse? Or does the academic just need to master any skill after reaching that verse? Or both? Nope. For an Academic to get to the next new universe, they have to learn a subject in their last new universe, as defined by having more learning be

done in that universe than in any other. Having Acceptable Taste, though, mitigates the nightmare universe potential. Learning multiple subjects in a single universe is the norm, and it doesn't allow you to freely browse for the next comfy universe.

For Escape Option, when it says I get to keep everything I have, does that include accomplishments that work towards the requirements? For example if I master 100 skills and then use the escape option for academic, does that count as only having 150 requirement points remaining or does it ignore past accomplishments and just start off at 200 no matter what?

traits, like the free Planeswalking options and various unique things, like Academics knowing what it takes to master a subject and Adventurers showing up in universes with conflicts. You also can't planeswalk freely to new universes anymore, which means, if you are planning on taking the Escape Option right from the start, I'd recommend taking Limit to pay off 10 requirement points for just about nothing. You'll not be going to new universes that frequently, after all. A week's never going to even affect you, much less cause any trouble.

Wow, planar magic is really hard to learn.

Yeah, planar magic is really hard. It took millennia for the first planeswalkers to begin to truly understand the scale of it. At the University, though, they have ways of teaching it by implanting those little sparks of understanding which give you the magic in the cyoa, and then working from there. That's much easier, much faster, and in the company of other students and teachers, you get more theoretical knowledge as well. You could think of it as getting versions of most options in the cyoa, and then working hard to improve the ones you want to.

Is it possible to toggle abilities like Magical or Recognition? (such as in case I want to go to a fully non-magic universe or actively want to travel to verses I've never

It is possible, yes. Very few choose to do so, but it's definitely possible.

Once a contact successfully complete their requirements, do they still keep in contact with you and/or still occasionally show up? (Likewise once I complete my

No. Once you trigger the Escape Option, you get 200 requirement points and have to work them off. It's tough, I know. You get the path-specific

requirements, can I still act as a contact for others?) They don't have to, but they almost universally do. Once you complete your requirements, there's nothing preventing you from still hanging out with your prior connections. You just won't be offered as a connection to new people, unless you really step up your game and become a mentor. Some people might complain, though, if you use your superior firepower to help an Adventurer win a conflict or something like that.

If I take escape route, is it possible upon activating it to take additional requirements for the abilities once I escape? (trying to figure out how to get burnout prevent while starting as a prodigal)

Unfortunately, no. Escape Option is a desperation maneuver, and isn't designed to be welcoming or flexible. That's one of the reasons that, of the four people who've done this, only one guy has finished his requirements since, and he took Adventurer and minmaxed the shit out of everything. He pulled the same kind of thing I see a lot of people trying, that being taking Prodigal and immediately using Escape Option, and he planned

accordingly. The other person who did that, though, isn't even close to finishing yet. It's a high-risk high-reward maneuver, to be sure. Does the recognition ability work on the university? (or is it warded against that?) No, it doesn't. You'll never find it by chance, which means no options offered will be even close to sufficient. It could help, technically, once you start putting together a strategy of getting there, but Societal Traits or one of those options would be better for tracking down leads. A Single Hour helps a lot when dealing with the actual attempts to planeswalk to the University, when you're using the non-standard methods all Prodigals have to rely on.

What level of setting knowledge is required to for a verse to be added to the pool of potential settings for the Recognition ability? Is simply knowing the name enough, do I need to be well versed in the entire series, or is there a threshold somewhere in between? (Likewise if #1 is true, what level of university knowledge will be required? Is what he has told me in the document enough? Or can I get that information from a mentor? Or would I need to take something like A Single Hour?)

You'd need to know enough to recognize it. Knowing the name wouldn't be enough, and being well versed in the series would be more than enough. So seeing a trailer for a movie would be unlikely to allow you to recognize a similar world, while watching the movie (assuming you're paying attention) would. Essentially, it makes it very unlikely that, if you stayed in a universe for a week or two, you'd not be able to recognize it. So yes, hypothetically, if one were able to use Recognition to get to the University, you'd have to take A Single Hour to get a good enough mental image. It's worth noting that you don't get to decide what universes you see, although things like Societal Traits help. Also, they're not just copies of what you saw, but the original versions. Think of how history compares to "realistic" historical fiction. So in the Star Wars-inspiring universe, the history would be similar. Names would be different, details would be very different, but you'd have lightsabers, spaceships, the force, the planets involved, and Darth Vader would still be Luke and leia's father, whatever their "real" names are. The more creativity that goes into a story, the more closely tied it is

to the universe, so things like the Old Republic happened, while in the post-empire galaxy, things are much closer to (some) of the EU than the Disney sequels. An Adventurer would probably find themselves in one of the Sith wars during the Old Republic, or the Mandelorian Wars, or the Clone Wars, or the Rebellion, or the Vong invasion, or one of the other countless wars. It wouldn't be an exact copy, though. No author, no matter how brilliant, gets everything right. Add into that studio or publisher pressure and the need for a marketable narrative, and some things can look very different.

How exactly does Self-Improvement work when it comes to your bodies in universes you've already visited? Do the changes work retroactively, meaning that if you left plane A then got an eye augment in plane B, it would show up on your default form in plane A, or would you have to wait until you 'walked to new plane C for it to

appear? And, if it's the former, does that mean that you can essentially reverse aging by jumping to a new verse then adding your freshly spawned body's age as a characteristic? Or would I need to use one of Neira's youth potions for that?

Self-Improvement works for new bodies only. That being said, dying and respawning makes a new body. So if you had access to universes A and B,

got the eye augment in B, your body in A would not be updated until you died. If you went to a new universe C, though, you would be updated. Regarding death (the process, not the Outer God), are you able to planeswalk while waiting in the void to respawn after dying, provided that you have fulfilled your requirement or have a demiplane/early backtracking? And furthermore, it mentions that you respawn with nothing but your starting equipment, but does that also allow you to keep items currently soul-bound to you? And if Self Improvement does not work retroactively, does dying suffice to "update" your default form to its modified state? You don't wait around to respawn, you just show up a day later. It feels like no time has passed. You do keep items currently soulbound, and magic

that "belongs" to you won't be reset. So if you're bound to a magic sword or something, you still will be, although any enchantments on your body will have to be redone. Quicker Respawn, though, gives you the choice to keep your current body and everything related to it. I should put that in as well.

How big is the difference in versatility and power between planar runes and advanced planar runes?

Versatility? Incredible. Normal runes are conventional elements, logic gates, minor concepts. Advanced runes are fundamental forces, tweaking constants of nature, advanced and even meta concepts. A ten-year-old's vocabulary versus a university professor's. With Advanced Runes, it's

theoretically possible to replicate anything else on the list. Even Err, Etrip, and Alec, the very best runesmiths, could probably derive only a third or so of the stuff on the list from pure runes. If you want to dedicate yourself to figuring minor stuff out, though, Advanced Runes are the way to go. What happens if you combine Shadow Generation with Advancement Level and other world selection options? Can you make alternate versions of the universe you're copying matching those criteria? Like, could you make a shadow of the Star Trek universe with medieval level technology? Or one that ran entirely on hard science, no

phlebotium powered nonsense allowed? And if so, how unrecognizable would the setting be? Like, taking the last example, would it still be recognizably Star Trek, albeit with no FTL? Would it be the same world in which all of their more exotic technology suddenly stopped working? Or would it just be a completely different

universe with similar people in it? Assuming we don't meddle with the Societal Traits, that is. Does it even work, or do we really need Moving Sideways for this? If it does work, what would be the difference between combining Shadow Generation with world selection options and combining Moving Sideways with world selection options? Indeed you could, and you can get some really whacked out places with that. Sometimes, things fail, like if you tried to give high magic to a very low-magic universe in Shadow Generation. Medieval Star Trek would put you in, well, medieval times for Star Trek or on a planet with medieval level tech. If something exists, ever existed, or will exist in a universe, you can navigate to it pretty well with Shadow Generation. Specifying the time, though, forces you into geographical variety, and it overrides everything else. It might not be recognizable, though. I mean, Star Trek in 100BC is pretty similar to our world at 100BC. Moving Sideways, though, has no such limitations. Star Trek with magic? Sure. Kirk's now a wizard. Medieval?

shadows from absolutely nothing. Proper application of it is the pinnacle of planeswalking ability. Shadow Generation is better for repeating events, trying different things, or searching for something in history. If the Scholars are so powerful, why wouldn't they just make it so that if you ever have a disloyal or "bad" thought you'd die?

According to Paj, that idea (enforcing loyalty) was suggested once, but people were horrified by the idea. He said it would be "spoilers" if he said anything more. I assume that our campaign will soon be derailed by someone abusing that idea.

Sure. The Enterprise is now a ship going from island to island in a massive ocean planet. Utter chaos by specifying everything, but still having it be a tweak on the original universe? Knock yourself out. Moving Sideways is incredibly powerful with the right setup (or practice), as it generates warped

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